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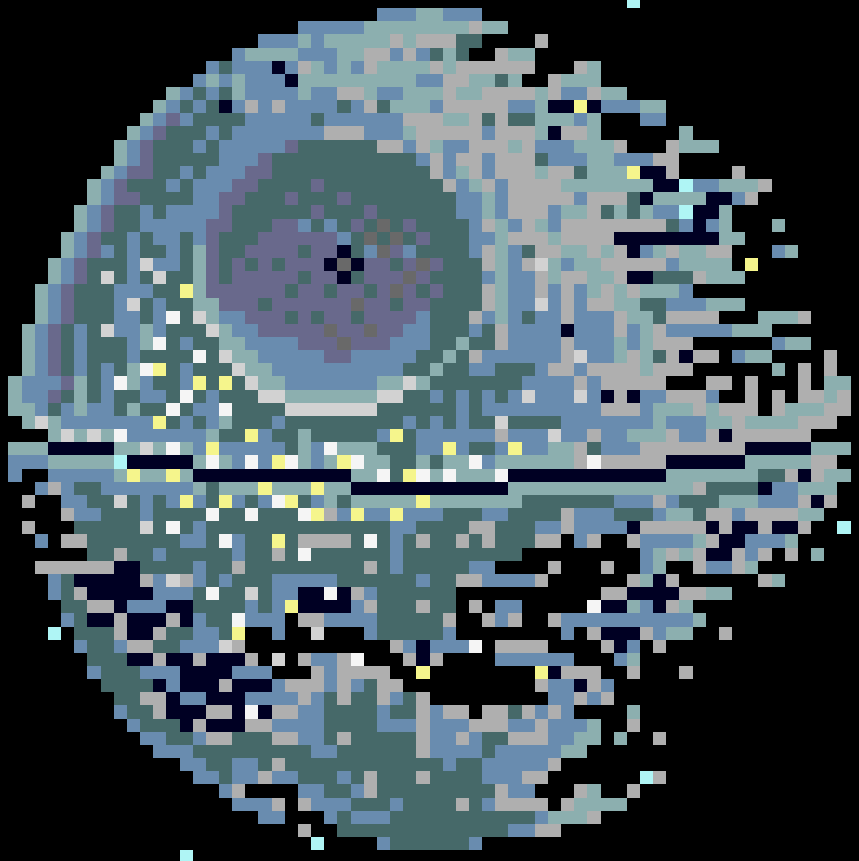

A STAR WARS SPECIAL

RETRO ASYLUM

With guest hosts...

STAR WARS IN CHARACTER

The UK's No1 Retro Gaming Podcast Show!

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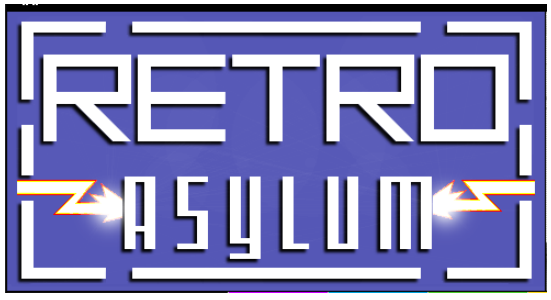
RETRO ASYLUM

NOMINATED FOR THE UK PODCASTERS AWARD!

A long time ago on a computer far, far away....

Written by Paul Driscoll (A.K.A. The Drisk)



2015

Introduction

In celebration of a new Star Wars film coming back this year to the cinema. We at Retro Asylum wanted to do a podcast special that covered the many Star Wars games released over the countless years. So combined with the help of the experts from the brilliant Star Wars in Character Podcast, we hope to give you the ultimate Star Wars podcast on video games.

Additionally to commemorate this most special podcast we also wanted to push the boat out for you and give you all a whole new free book to accompany it (you lucky people ☺).

When Paul Davies came to me, asking if I would be interested in writing and putting together a Star Wars videogame free book, and to help co-host the podcast itself as well, I was, chuffed, as I have been a Star Wars fan since a kid.

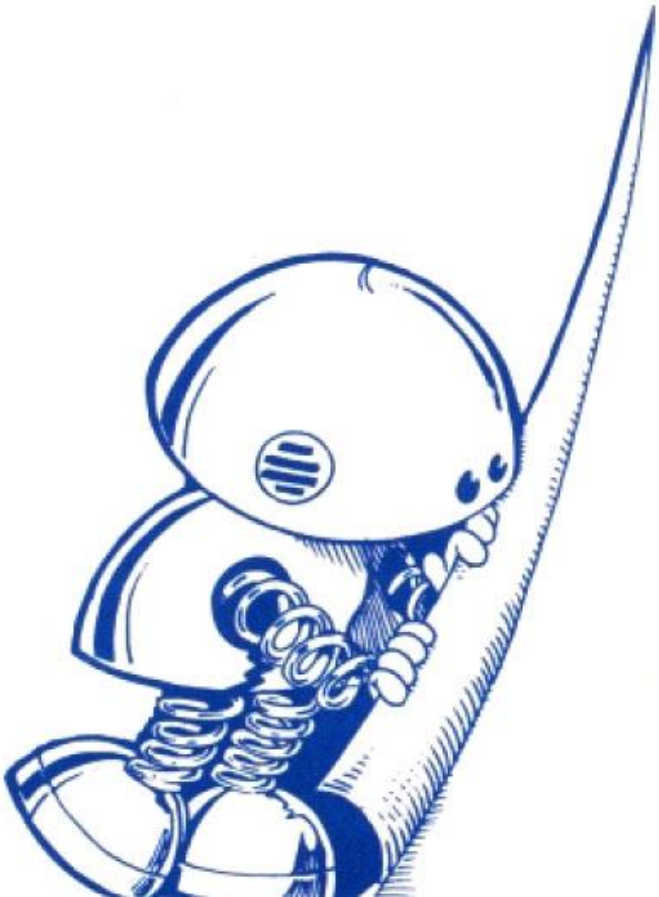
But then the immensity of the task began to set in. How many Star Wars games were there? And how the hell will I order them where the games people want to read would be first?

Therefore I decided to split the games in order of films, starting with the original trilogy first. And then mix in any spin offs inbetween the films.

I am really pleased how the book has turned out and we can't wait to bring you another top quality Retro Asylum podcast.

So sit back in your favourite Cantina with some ice cold blue milk drinks and join us as we take you through the Star Wars video game Universe.

- Paul Driscoll (A.K.A. The Drisk)



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Well there you go, and that's just the Table of Contents.. Now its off to the book itself…

Who Are We Anyway?

Retro Asylum

http://retroasylum.com/

The UK's No 1. Retro Gaming Podcast. Or to put it another way, just a group of people passionate about our Retro Gaming, and wanting to make a community of likeminded people.

It's all for free, as is this book. But please consider leaving an iTunes review. Also any donations are welcome and can be done via Paypal on the site. Your donations are used to make the podcasts and the community even better. So if you like the Podcast and enjoyed the book, then please consider giving as little or as much as you want. All is appreciated.

Also a huge thanks to our guest podcast co-hosts…

Star Wars in Character

http://www.neozaz.com/category/podcasts/star-wars-in-character/

Join us each week as we discuss the lesser known Star Wars characters that often get overlooked. If you are a Star Wars die-hard, you will love the "Star Wars: In Character" podcast!.

Who Are The Retro Asylum Hosts?

@deanswain

DEAN SWAIN AKA SWAINY:
Swainy is one of the original co-founders of Retro Asylum, and has been instrumental in its rapid growth and continued success of the podcast. Dean has been an avid lover of games since the beginning, but his first real love, was and always will be his Spectrum. Since then he has collected lots of different consoles and games and has a particular love for his Vectrex console and games.

@psdavies

PAUL DAVIES AKA HOOLICOOL:
Paul has been gaming since the Binatone days and his very first computer was a Dragon 32 that he and his brother received on Christmas Day in 1982. Unfortunately the Dragon died a death on Boxing Day but it ignited a gaming fire that has burned ever since. From the Vic20 and Spectrum through to the N64 and PlayStation, Paul has owned and played them all and he'll happily offer a story about each of them and their games too! He's been with the show for a number of years now and loves capturing the stories of why both we and the games makers love retro just as much as sitting down and thrashing Radar Rat Race.

@TheRetroHunter

ALLY HOGG AKA THE RETRO HUNTER:
Ally's earliest memories of gaming are standing on a box to play Q*bert in the arcades and his dad buying him and his brother an Atari 2600 for Xmas in the very early 80's. He is a huge collector with over 100 consoles & handhelds and over 4,000 games. He can usually be found at car boot sales, searching out retro gaming treasure. His favourite system of all time is the SNES but he also has a soft spot for the Sega Master System & Megadrive, Vectrex and the Neo Geo AES.

@PressPlyOnTape

STEVE ERICKSON AKA PRESSPLAYONTAPE :
Steve began his gaming career at the tender age of 6 when a girl in his street got a ZX Spectrum for her Birthday. He duly became her boyfriend and spent every available moment with her right up until the moment he got his own computer that Christmas - an Atari 800XL, after which he never spent any time with her again. It would take him another ten years before he would realise that yes, girls could be just as much fun as gaming. Next Birthday, he finally joined the Commodore club and never looked back. Over the years he has owned pretty much all of the major consoles.

@TheDrisk

PAUL DRISCOLL AKA THEDRISK:

Paul has been playing video games for as long as he can remember. First on the 1978 Interton VC-4000 and then moving on to the Spectrum. After the Spectrum he moved on to the Amiga and stayed there as long as he could , finally moving on to PC's when he went to Uni. At Uni he started buying up all the game consoles he couldn't buy in his youth and spent the many years since collecting all the games. He now has amassed quite a collection and has a very patient wife and daughter..

@LamboMat

MATTHEW LAMBORNE AKA METZ:

Matt began his journey in gaming back in the late 80's via his older brother's Master System and Spectrum 48K. Having sampled just about all the popular home systems during the 8-bit and 16-bit era (sometimes more than once...) Matt got into the cutting edge import gaming scene that was prolific in his home town of Stoke-on-Trent. This was via the famous Console Concepts store, a national Hub for the console import scene that regularly advertised in magazines such as Mean Machines and CVG. After this period, Matt was allured to online Multiplayer gaming via the rise of the Internet and became an almost exclusively PC gamer for a few years. This resulted in many lost hours playing games like Red Alert, Team Fortress Classic, Counter-Strike and Modern Warfare and some seriously high phone bills in the pre-broadband era.

@Retrogamerdaz

DARREN CATER AKA DARREN5778:

As a young Boy Darren played the Star Wars arcade game & a love of gaming began. From the humble beginnings of an Acorn Electron Darren would go on to own many machines including his beloved C64. Nintendo, Sega & Sony would all play their part during the 90's & early 00's. Yes this past time is now called retro & old computers are still being played by Darren. Previously lost consoles have been purchased again (as well as ones not owned before). Now in these modern times Darren can share his retrogaming thoughts & experiences through Retro Asylum.

DARREN FOGARTY AKA FOGGY

A real veteran video game, who has been there since the beginning. Early on, after growing a love for the early arcade classics, Darren got his Intellivision console at home and hasn't stopped loving gaming since. He has been a bit quiet of late on the Retro Asylum forums, with the real world and life taking over, but he is now back as ready as ever as one of the Retro Asylum crew.

ALL OUR SPONSORS THANK YOU :

Adam Tree, Ally Hogg, Andrew Burnett, Alan Flannigan, Bitmapbooks.co.uk, Darren Tungate, Darren McKenna, David Bulwer, John McManus, Mads Kristensen, Martin Gibbons, Michael Keith, Nicholas Lees, Paul Monaghan, Phil Hockaday, Sam Dyer, Sean Higgins, Sigma Data Solutions and The Drisk

Extra special thanks to Dino Dini, who is such a wonderful supporter of us.

RetroTowers.co.uk – The UK home to the amazing Everdrives, which are modified console cartridges that have had an SD card reader placed where the game rom normally would be. The upshot is that through a simple menu you can place backups of all your game on the one cartridge. An essential purchase for retro gamers.

Retromash.com - A fantastic site with a mish-mash of all things retro and geekery in the 70's, 80's and 90's. I particularly love the retro Argos catalogue section.

Funstock.co.uk – Selling all things cool and retro. Such as the brilliant JXD handheld that will emulate pretty much any game system pre 2000 perfectly. They also sell the Retron 5 a console designed for modern TV's that lets you play region free Mega Drive, SNES, NES, Gameboy Advance, Gameboy Colour and the original Gameboy… and that's before we start talking about Sam Dyers cool retro book… So much cool stuff..

http://www.playexpo.net – Organizes some of the best retro and gaming events in the UK. Finally having regular retro events at Manchester, Blackpool and recently Margate is a wonderful thing. If you have never been to one, then give it a go. Not only is a great way for the retro community to come together, but seeing every console you can think of (well almost) and over a hundred of arcade cabinets on free play is a dream come true… Not to mention the brilliant retro shop stand section as well.

Thank you all. We do all this in our spare time and for free. But running a website and paying hosting for the podcast is surprisingly expensive. So your help has kept the site and community alive. We also want to thank all the people on our forums, Twitter and Facebook. Your feedback, iTunes reviews and kind words is invaluable to us. Producing a podcast is time consuming work, we do it because we love Retro Gaming and want a place where like minded people can come together and share our passion. But without you all taking the time to listen and taking the time to join in on the community, none of this would be possible.

The Original Trilogy....

TWENTIETH CENTURY-FOX Presents A LUCASFILM LTD. PRODUCTION STAR WARS

Starring MARK HAMILL HARRISON FORD CARRIE FISHER
PETER CUSHING
and
ALEC GUINNESS

STAR WARS

Written and Directed by
GEORGE LUCAS

Produced by
GARY KURTZ

Music by
JOHN WILLIAMS

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STAR WARS : EPISODE IV
A NEW HOPE

"It is a period of civil war. Rebel spaceships, striking from a hidden base, have won their first victory against the evil Galactic Empire. During the battle, Rebel spies managed to steal secret plans to the Empire's ultimate weapon, the DEATH STAR, an armored space station with enough power to destroy an entire planet.

Pursued by the Empire's sinister agents, Princess Leia races home aboard her starship, custodian of the stolen plans that can save her people and restore freedom to the galaxy...."

About The Film

A young George Lucas would way back in 1968 conceive of the idea of Star Wars. Inspired by those Tommy Tomorrow comics and the Flash Gordon movie serial shorts, that had mesmorised and enthralled him in his youth.

Still fresh out of Movie College his first directorial film was THX 1138 in 1971. This was a far cry from his Star Wars films, being a dystopian future and was in keeping with Lucas's anti establishment views at that time. The movie was funded by Francis Ford Coppola and on its release was met with critical acclaim.

Due to delays, George's next film American Graffiti (released in 1973) was landing him in lots of debt. So to earn money he pulled out from helping Coppola on filming Apocalypse Now and George instead set about writing a big concept Sci-Fi script that he hoped to sell to one of the major studios.

Initially as a two page treatment it was called a Journal of the Whills and already had some recognisable characters such as Prince Luke Skywalker and a Jedi called Mace Windu. George Lucas would continue to do draft after draft, and by 1976 he had one entitled Star Wars : The Adventures of Luke Starkiller. In the main, it was the story we all know and love today. It is fascinating to see how the script evolved and the fantastic Starwarz.com site has most of them available to download and read.

So Lucas got 20th Century Fox studio on board and negotiated a modest $8.5 million budget. Famously he had written into the contract that he would retain the rights to any sequels, unwritten segments or merchandising rights to the film. To Fox it must have seemed laughable at the time that he wanted such things.. But boy I bet they regret it now.

George Lucas first film THX 1138 (1971) was a strange dark and dystopian film, that met with critical acclaim. →

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A 2-PART THRILLER FEATURING HIS ORIGIN AT THE WEST POINT of SPACE!
CADET TOMORROW'S FLUNKED THIS TEST-- BUT GOOD!
SOMEONE SWITCHED WEAPONS ON ME! THIS ONE'S USELESS AGAINST THE SATURNIAN FLYING EEL!

George Lucas has cited Tommy Tomorrow as a big influence for him.

Flash Gordon serial short's inspired George Lucas with his Star Wars film.

Harrison Ford was just the carpenter working on George Lucas's house. Since winning the role of Han Solo I think it is safe to say he has done quite well for himself.

Mark Hamill had a bad car accident right after shooting Star Wars meaning that any re-shoots needed with him in were next to impossible.

Alec Guinness thought the film was Fairy-Tale rubbish but thanks to negotiating a 2% gross of the director's earnings netted him £56 Million pounds in royalties for his role.

On such a meagre budget, to save money Star Wars was cast with unknown actors. Harrison Ford for example was just a struggling actor and carpenter working on Lucas house at the time. George had used him in American Graffiti, and convinced him as a favour to read response lines to the actors auditioning, Lucas was so impressed by Harrison's reading of the lines he gave him a role in the film (beating actors like Kurt Russell, Nick Nolte and Christopher Walken, who also went for the Han Solo role).

The other actors had mostly gone for the audition of Brian De Palma's new film Carrie, and had come across to this audition almost as a consolation prize, as Brian as favour to George, was helping him with the auditions on this film as well.

In fact the only actor that was a big name was Alec Guinness and that was only because the studio was so nervous to release a film with no big star names.

Filming started in May 1976 in the baking hot country of Tunisia, and from the beginning the film was a nightmare to shoot. Starting with a freak rainstorm in a desert.. The regions first rain in 50 years!!

The film would be finished in 1977 and $3 million over budget. Made even worse was George's first private screening to fellow friends and directors Steven Spielberg and Brian De Palma had resulted in De Palma saying…

"What's all this Force Shit?, Where's all the blood when they shoot people?"

Thankfully after some final editing another private screening to the Fox executives proved much more favourable with one executive exclaiming it was the greatest film he had ever seen.

So on the 25th May 1977 at Mann's Chinese Theatre in Los Angeles the film was released and the movie-going world was never the same again.

NOW LET US GO
ONTO THE GAMES…

Star Wars (1978) [Apple] [Apple 2]

In 1978 Apple released a completely unofficial game called Star-Wars that had you blast some Tie-Fighter shaped spaceships as a Space Pilot Trainee HRGL.

But any closeness to a film released the year before was purely coincidental ☺

The game is dire really and doesn't count as the first Star Wars game because it isn't official. Still for those completests out there then it needs to be played and owned.

Star Wars (1983) [Atari] [Arcade, Various]

Ask people to give their favourite Star Wars game and if they are over thirty (and of impeccable taste) then chances are they will cite the first arcade Star Wars video game (the one that was released by Atari).

There is something so enticing about the warm glow of the game's vectors as you get to play Luke Skywalker and recreate the cool end sequence of fighting the enemy Tie-Fighters. Then its using the force, to single-handedly take out the Death Star and save the Galaxy.

The game is simplicity itself. In the first part you are in space, making your way towards the Death Star and must survive against the enemy Tie-Fighters. Thankfully you don't have to shoot all the Tie-Fighters and merely survive by dodging and shooting the enemy fireballs that come hurtling towards you. Survive that and then you will enter the Death Star.

Now on the first wave (Easy), you find yourself in the trenches of the Death Star and must take out the side guns and fireballs to reach the exhaust port. Then it's You're all clear, kid, now let's *blow* this thing and go home! Your aim must be true as you fire into the exhaust pipes like you used to bullseye womp rats in your T-16 back home…

After that its pull back and satisfyingly watch the whole Death Star explode, as the Empire works out with their contract workers how such a glaring poor design could be left on their space station.

The subsequent waves get more progressively difficult, with it adding in a pre trench section where you must take out surface gun turrets or giant towers before being able to enter the trenches. The trenches on the tougher waves are also more difficult with horizontal bridges placed in the trenches that must also be negotiated.

The gorgeous Deluxe Star Wars Cabinet in all its glory.

George Lucas gives the game a whirl under the watchful eye of Atari.

The Death Star pattern of lights will either spell out May the Force Be With You. Or switch the developers name randomly.

All in all the game is wonderful being so absorbing to play and so immersive. and combined with the great use of spoken audio clips. It is no wonder that many place this game as their favourite arcade game of all time. It is testament to Atari and it's developers that a game made way back in 1983 is to many (myself included), the best Star Wars game, that hasn't been bettered, despite many attempts and over thirty years of better computer hardware.

a bit of trivia about the game, from Retro Asylum's Paul Davies…

Did you know? That If you don't use the shoot button up until the exhaust port you'll get an extra bonus points for 'using the force'. Also I once read a funny story about the game. One thing Lucasfilms got from their partnership with Atari was their very own machine for "reference". One of the guys at the ranch read the owner's manual and found out you could put the game in debug mode by closing a contact. This would freeze the game and would enable the user to advance the game one frame at a time by pressing the fire button making the game extremely easy to play. He went on and installed the switch in the front of the cabinet and labelled it "The Force". The story gets even better when Steven Spielberg who

was at the ranch and working Raiders of the Lost Ark and became hooked on the machine. He even asked for it to be moved to the set of Raiders. After the movie wrapped, he called Atari for his own system. When it arrived, he asked the guys where the force button was. Needless to say, they were a bit confused.

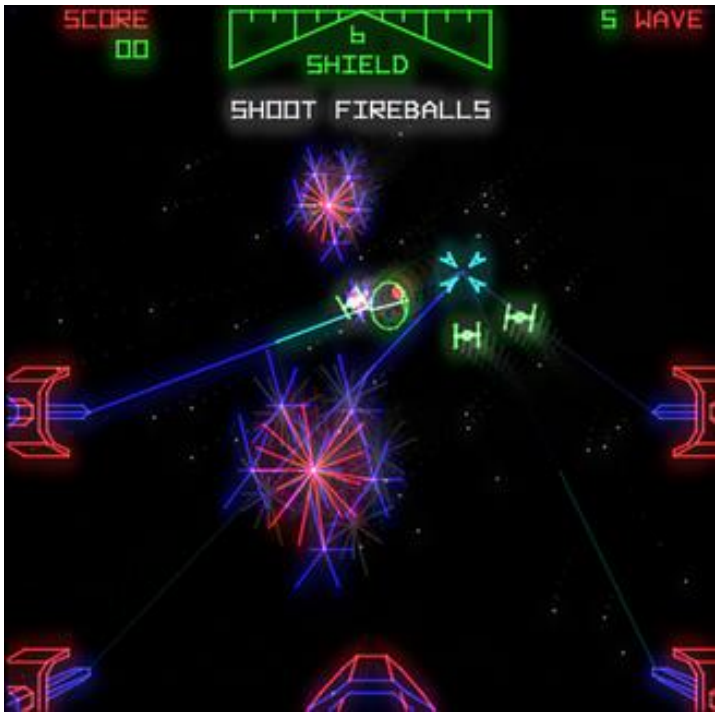
But how did such a classic get made?

Well it all started when **Jed Margolin** joined Atari in 1979 and had a burning desire to create a 3D space battle game.

This reality came closer as Jed was put to work as a hardware engineer for the new vector technology that Atari was experimenting with, and helped technically in bringing such classics as Lunar Lander, Asteroids, Tempest and Battlezone.

Finally in 1981 Jed was allowed to work on his very own vector game which he called Warp Speed,

Jed's early idea for the game was to do a two player space battle game. But they found that drawing vectors for two screen was too much for the hardware at the time.



Actual arcade screen shot of the game (fig 3)

The idea was dropped, with Jed instead concentrating on a single player game instead.

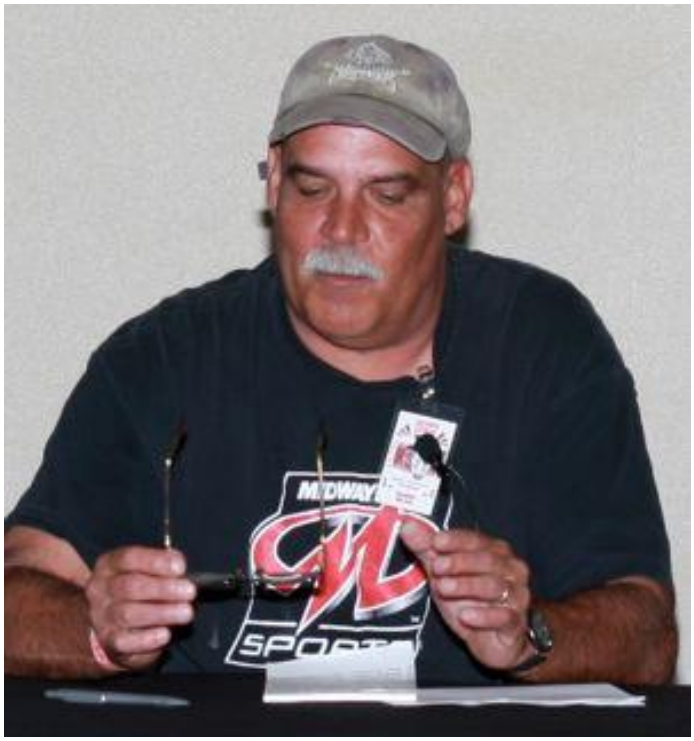
Meanwhile **Mike Hally** also joined the project as Project Leader, actually being chosen by Jed and the team after his success helping Rich Adams create Gravitar.

As they progressed though into 1982. Atari was making lucrative licensing deals with LucasFilm with gaining the Raiders of the Lost Ark and E.T. licenses.

So Jed suggested to Dave Stubben at Atari that they try to get the film license for Star Wars as it would be an awesome fit for his Warp Speed 3D Space battle game.

Mike Hally said of the game (in a 1983 Atari Games interview.) that "Star Wars was an extra-difficult project. "It was no small feat to get the game, so I was under a lot of pressure to make the game go over well." The pressure from Atari was simple- "make the game good." What Lucasfilm wanted was tougher. "They required a very elaborate overview of the Star Wars universe. It has to fit in the style of play, its sequence, and the options open to the player. You couldn't kill Darth (Vader, the archenemy of the series, who does not die until the third movie). Luke (Skywalker, the hero of the films) can't really get killed." He also noted in that interview how that Parker Brothers who had created the first Star Wars licenced game (Empire Strikes Back on the Atari 2600 fact fans) had come under a lot of criticism with their early games designs, for not having much to do with the Star Wars films.

The Star Wars cabinet controller was based on Battle Zone military trainer Atari built.



Here is picture of Mike Hally. Sadly, despite my best efforts I couldn't find a picture of Jed.

Thanks to amazingly technical prowess of Jed Margolin, Mike Hally and the other five members of the team. Star Wars the Arcade game would be the most impressive use of vector graphics in a game to date (some may say ever).

But Star Wars wasn't all just about the gameplay itself. It needed an impressive cabinet and control mechanism to handle all the space action.

Atari first trialled a traditional arcade joystick with the game, but test audiences were confused over which way to move the stick. So this allowed the design team to look for a better alternative.

The solution they found was a controller that had already been designed for a military tank simulator called the Bradley Trainer that Atari had built based on Battle Zone to train soldiers to operate tanks.

The control stick was perfect for the game and despite being a much costlier solution Atari management signed it off to be used.

The game was showcased in May 1983 and was a huge hit in large thanks to Return of the Jedi Star Wars Mania happening at the same time and the sold 12,000 arcade cabinets in that Summer alone.

For those who love the technical stuff then I can whole heartedly recommend [Jed Margolin website]

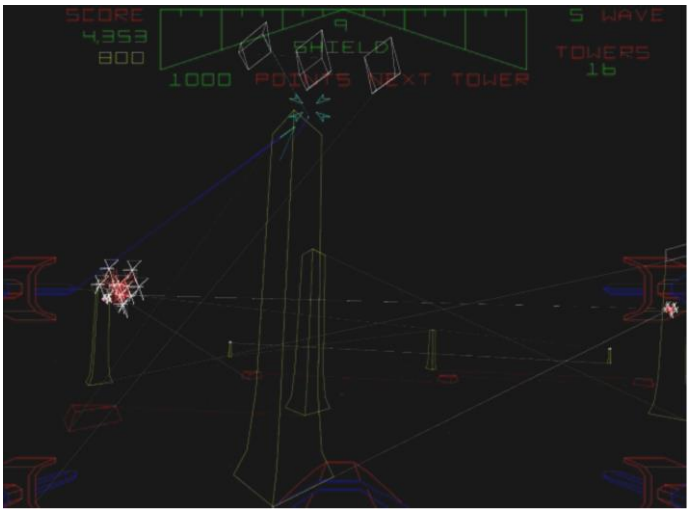
The Atari arcade flyer that shows the two styles of cabinets. Man what I would do for a sit down working Atari Star Wars cabinet.

BEST WAYS TO PLAY THE STAR WARS ARCADE GAME TODAY (OUTSIDE AN ACTUAL ARCADE MACHINE OF COURSE…)

A.A.E. (Another Arcade Emulator)

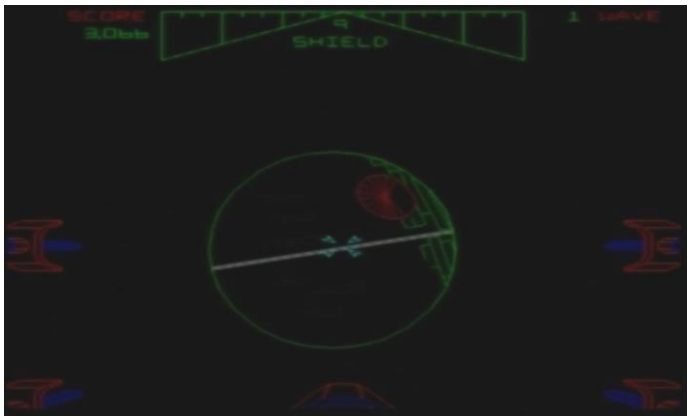
This is the best way to play the original Star Wars game outside of the real arcade machine. This emulator is specifically designed for vector arcade games and does an amazing job recreating the effect of a vector game (all the previous screenshots are taken from emulating A.E.E.).

Sadly the emulator at time of writing is still in alpha and so doesn't currently do joystick support. Still if you have something like an X-Arcade joystick that uses a keyboard this isn't a problem.



M.A.M.E. (Multiple Arcade Machine Emulator)

MAME isn't as good as AEE in producing the vector visuals. But thanks to being a robust emulator it offers the player a host of options such as mouse and joystick support, making the game much more satisfying to play for most gamers.



Hidden Game on Star Wars : Rogue Squadron III - Rebel Strike on the GameCube game.

This has to go down as one the best hidden extras of all time in a game. Because on Rebel Strike you can unlock not just the first Atari Star Wars game, but the Empire Strikes Back and Return of the Jedi also.

The game plays perfectly as well, and whilst not as impressive as the A.E.E. emulator, it does a better job to MAME. Also having the GameCube controller to play the game makes this a great version to play. To unlock, in the games menu go to Options > Passcodes and the enter **RTJPFC!G** (exclamation mark not I). If done correctly R2D2 will beep at you. Then enter the passcode **TIMEWARP**. Next in Options, go to Special Features > Arcades. Enjoy ☺

PORT WARS

WHICH WAS THE BEST HOME PORT OF THE GAME?

Atari 2600 (1983)

Considering the humble hardware the game is mightily impressive and plays really well.

Atari 5200 & 8-bit 400 + 800 (1983)

This was a great showcase for Atari's new console. Offering a really faithful (for the time) version of the arcade game.

ColecoVision (1983)

Another corking version. Again all the bits from the arcade is there and more sounds than the 2600 version. Unfortunately I found it difficult to control the gun.

Apple Mac (1984)

Wow, this version is simply amazing, with Brøderbund Software doing the best version on a platform at the time.

C64 (1983)

The C64 got two versions. This is the first one released in 1983 by Atari. The game uses limited 3D and on the trench runs quite slowly. Still one must remember the year it was released.

C64 (1987)

The Domark version uses 3D and so comes across far uglier. I actually preferred the 1983 version honestly.

Spectrum (1987)

This home port version is simply amazing. It remains extremely faithful and all at an impressive speed.

Amstrad CPC (1988)

This is an ok version. It looks extremely faithful and even zooms in on the Death Star, Sadly the game runs a little bit too slow.

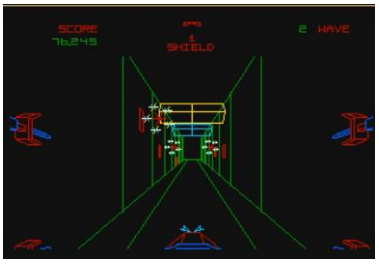
BBC Micro (1987)

Wow this version runs super fast and the colours really stand out. All you could want from an 8-bit version of the arcade game..

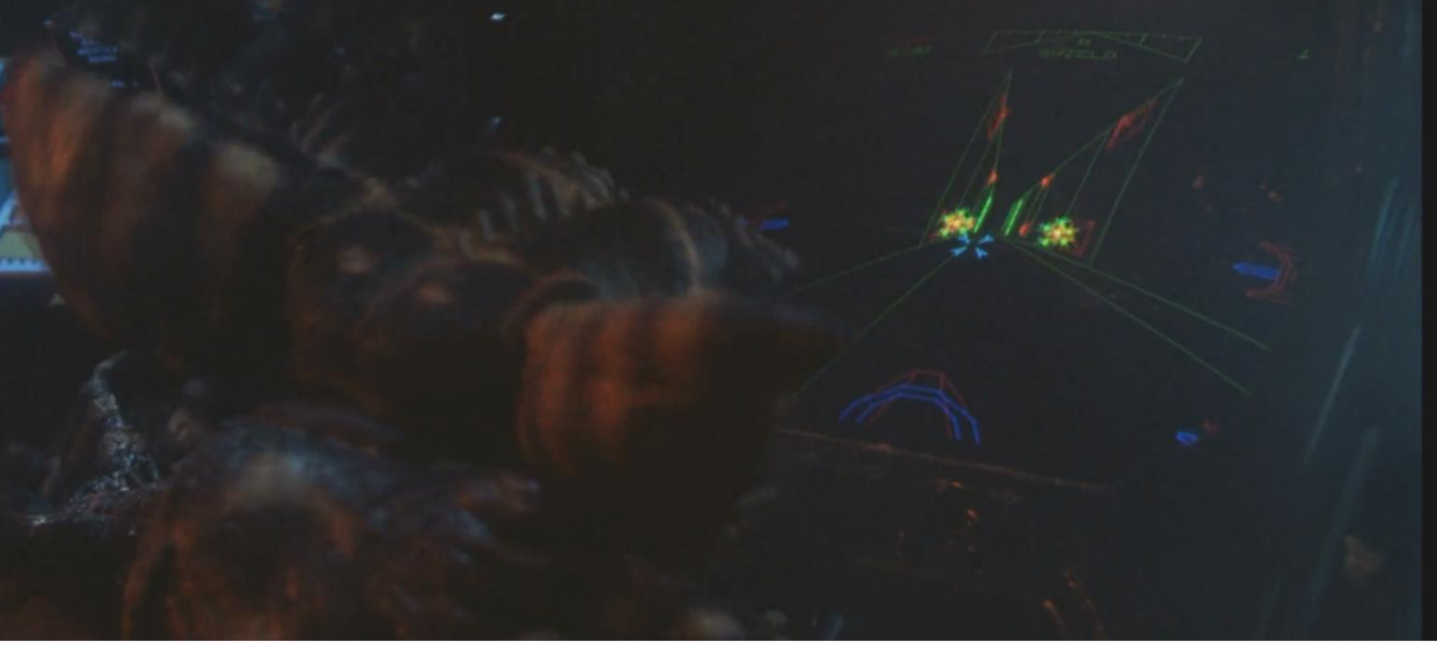
Acorn Electron (1987)

The baby brother of the BBC really can't cope here. It plays faithfully but all at an exceedingly slow pace.

Amiga / Atari ST (1987)



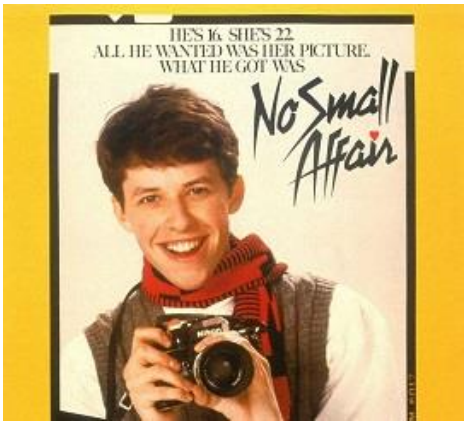
By far the best version. Simply jaw dropping wow. The game is completely faithful to the arcade and the mouse control is a joy to use. The Amiga version even has loads of audio clips as well.



Atari's Arcade Classic on the silver screen.

The Star Wars Atari classic has shown up on the big screen as well. Most famously in the film Gremlins (1984) where the Gremlins cause havoc in a local bar (1 hr 14mins into the film). It also appears in another 1984 film called No Small Affair staring John Cryer.

So it is good to know, that despite the Gremlins havoc causing, they have impeccable taste in video games.



STAR WARS
THE COIN VIDEO EXPERIENCE FROM ATARI
It's the blockbuster game you've been waiting for! Now you can take part in the STAR WARS phenomenon! You cannot ignore the power of THE FORCE*!
DARTH VADER* beware! STAR WARS by ATARI introduces a new age of coin video entertainment. Graphic simulation that plunges you head-on into the world of LUKE SKYWALKER*. Music and dialogue created from the movie. Special effects that blast you into an unknown dimension!
Dare to challenge DARTH VADER in galactic combat. Go in for the attack. Blow up the DEATH STAR*. Make your mark in the annals of epic space exploits! Remember—THE FORCE will be with you. Always.
ATARI
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Fancy yourself pretty good at the Star Wars game? Well have a look at some of the Twin Galaxies high scores for the Arcade game.

They measure two types of Star Wars gaming… Marathon Mode & Tournament mode.

MARATHON MODE : TWIN GALAXIES TOP 10 PLAYERS

Rank	Points	Percent	Player	Date Verified	Verification Method
1	300,007,894	100.00%	Robert T Mruczek	22/01/1984	Referee
2	283,779,000	94.59%	Brandon R Erickson	04/07/2006	Video
3	155,010,148	51.67%	David Palmer	30/04/1984	Referee
4	86,998,553	29.00%	Jay Woodard	08/01/1984	Referee
5	70,207,984	23.40%	Brian Weissinger	15/04/1984	Referee
6	60,990,227	20.33%	Joseph Janiec	27/01/1984	Referee
7	60,499,347	20.17%	Kevin Ridders	10/01/1984	Referee
8	56,186,074	18.73%	Pat Davis	26/12/1983	Referee
9	55,706,009	18.57%	John Sebring	18/11/1983	Referee
10	48,339,497	16.11%	Kevin Gentry	12/10/1983	Referee

Settings of 8-toggle switch of Star Wars Game PCB (at 10D)1-3 = ON, 4-5 = OFF, 6-7 = ON
8 = OFFNote: The above Dip Switches, when properly designated, will give the following Twin Galaxies Tournament Settings, used for this title;6 Starting Shields

1 Bonus Shield for Destroying Death Star
Hard DifficultySpecial Rules: You may freely choose your starting level.

TOURNAMENT MODE : TWIN GALAXIES TOP 10 PLAYERS

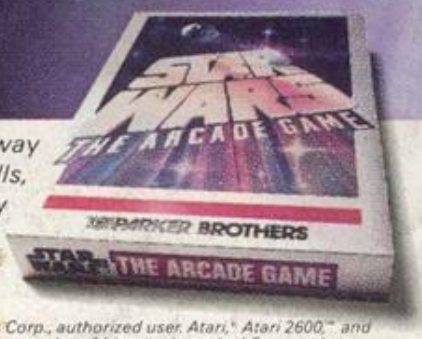
Rank	Points	Percent	Player	Date Verified	Verification Method
1	31,660,614	100.00%	David Palmer	04/08/2004	Witness
2	20,891,403	65.99%	Brandon R Erickson	03/02/2005	Video
3	5,198,043	16.42%	Mark D Boolman	31/05/2003	Referee
4	4,044,601	12.77%	Robert T Mruczek	25/07/2001	Referee
5	3,712,774	11.73%	Donald Hayes	17/11/2004	Referee
6	2,151,156	6.79%	Shawn Cram	19/11/2004	Referee
7	1,647,659	5.20%	Aaron Van Buren	20/04/1997	Referee
8	1,566,531	4.95%	Billy Cook	02/06/2001	Referee
9	1,481,025	4.68%	David Nelson	02/07/2002	Referee
10	1,152,065	3.64%	Gregory S Erway	02/06/2004	Referee

Settings of 8-toggle switch of Star Wars Game PCB (at 10D)1-3 = ON, 4 = OFF, 5-7 = ON, 8 = OFFNote: The above Dip Switches, when properly designated, will give the following Twin Galaxies Tournament Settings, used for this title;6 Starting Shields

No Bonus Shields for Destroying Death Star
Hard Difficulty Special Rules: You may freely choose your starting level.

STAR WARS: THE ARCADE GAME*™ COMES HOME.

Atari 5200 graphics shown



Coming this June. STAR WARS,™ the arcade game that blew its way to the top of the charts, is coming home. TIE FIGHTERS,*™ fireballs, catwalks, they're all there in 3 of the hottest action screens in any galaxy. There is only one STAR WARS: THE ARCADE GAME.*™ For the Atari 2600, 5200, Atari Home Computers, Coleco Vision and the Commodore 64.* PARKER BROTHERS

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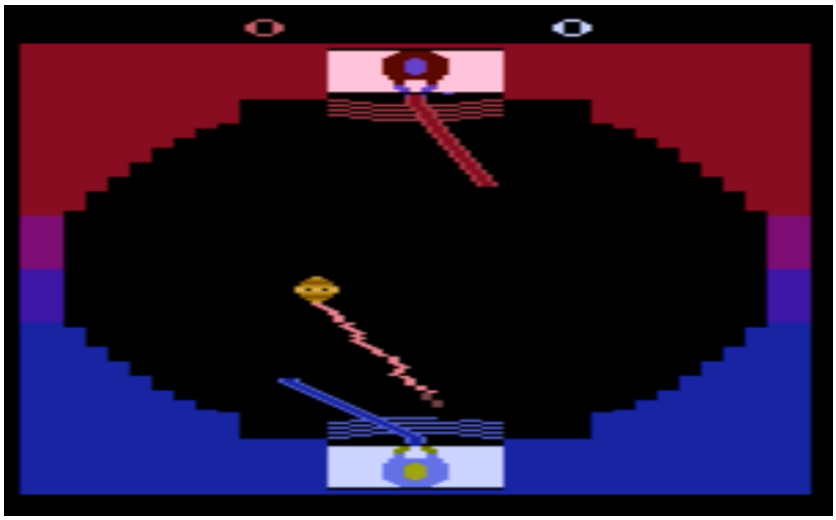
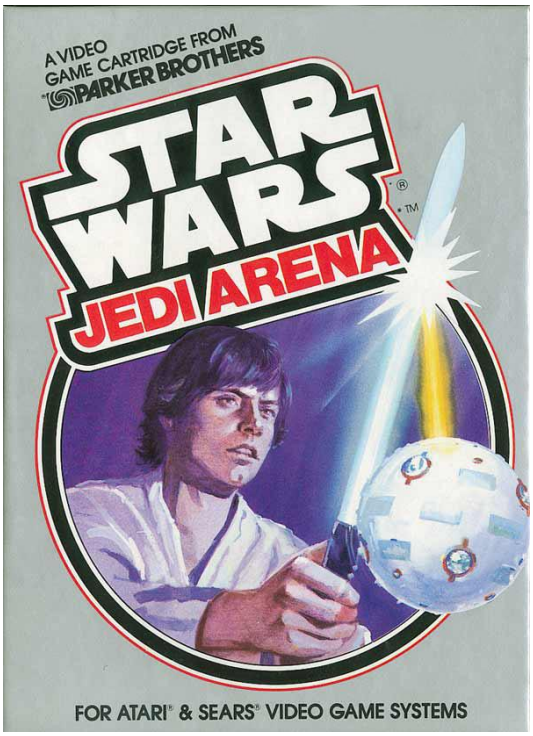
Star Wars: Jedi Arena (1983) [Atari 2600]



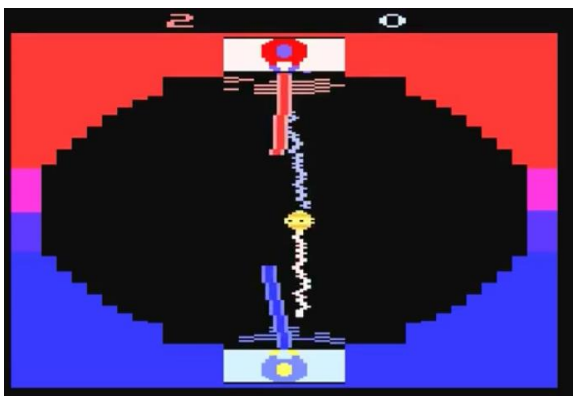


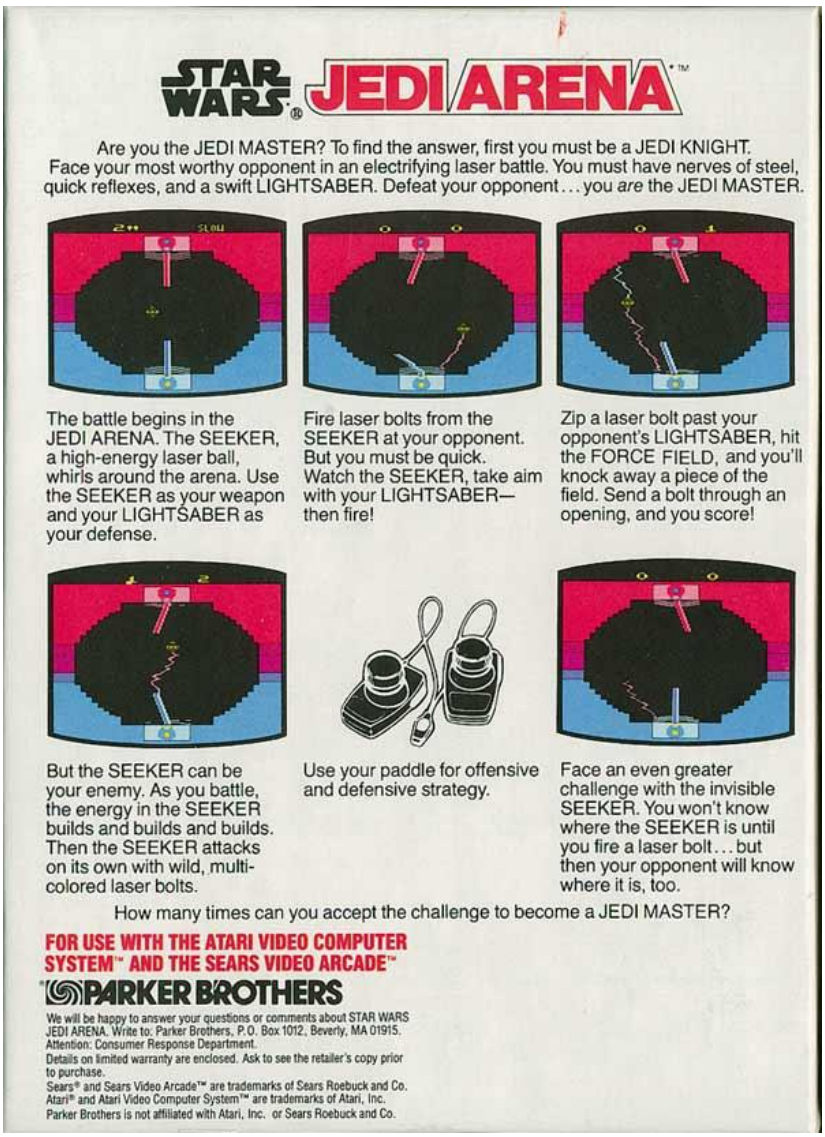
Back in 1983 the world was Jedi crazy, after seeing the cool Luke Sky Walker show the true power of the force in the Return of the Jedi film, that had recently been released in the cinemas. With such a cool premise, what could possibly go wrong?

In this game you get to enter a Jedi arena to wield your lightsaber and take out your opponent. Reading the box and manual it sounds all very exciting. If only it played as well as it sounds.

The first problem is that you don't actually get to do lightsaber battles. Your Jedi is safely behind a force field, and it is all about deflecting the laser bolt to your opponent.

I could imagine and have seen on YouTube videos, that with two players and a lot of time to master the controls you could find some fun here. But for me it failed to hold my attention.




STAR WARS® JEDI ARENA™
Are you the JEDI MASTER? To find the answer, first you must be a JEDI KNIGHT. Face your most worthy opponent in an electrifying laser battle. You must have nerves of steel, quick reflexes, and a swift LIGHTSABER. Defeat your opponent . . . you are the JEDI MASTER.
The battle begins in the JEDI ARENA. The SEEKER, a high-energy laser ball, whirls around the arena. Use the SEEKER as your weapon and your LIGHTSABER as your defense.
Fire laser bolts from the SEEKER at your opponent. But you must be quick. Watch the SEEKER, take aim with your LIGHTSABER—then fire!
Zip a laser bolt past your opponent's LIGHTSABER, hit the FORCE FIELD, and you'll knock away a piece of the field. Send a bolt through an opening, and you score!
But the SEEKER can be your enemy. As you battle, the energy in the SEEKER builds and builds and builds. Then the SEEKER attacks on its own with wild, multi-colored laser bolts.
Use your paddle for offensive and defensive strategy.
Face an even greater challenge with the invisible SEEKER. You won't know where the SEEKER is until you fire a laser bolt . . . but then your opponent will know where it is, too.
How many times can you accept the challenge to become a JEDI MASTER?
FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM™ AND THE SEARS VIDEO ARCADE™
PARKER BROTHERS
We will be happy to answer your questions or comments about STAR WARS JEDI ARENA. Write to: Parker Brothers, P.O. Box 1012, Beverly, MA 01915. Attention: Consumer Response Department.
Details on limited warranty are enclosed. Ask to see the retailer's copy prior to purchase.
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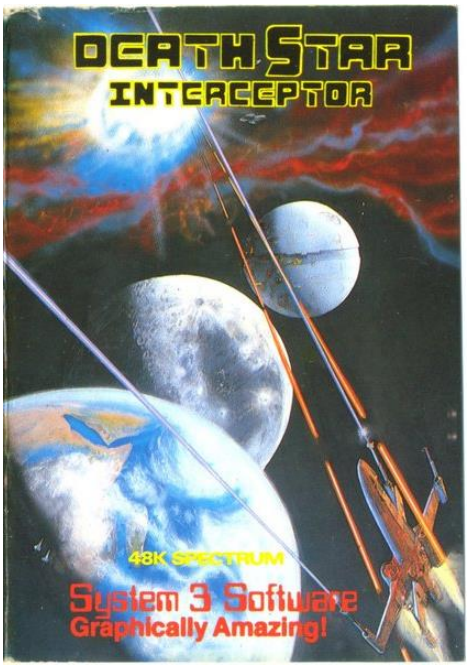
Death Star Interceptor (1985) [Spectrum, C64]



I wasn't sure if to include this game or not. On the one hand It's not an officially sanctioned Star Wars game. Having said that they did officially licence the John Williams Star Wars music, and so it certainly feels like a proper Star Wars game.

The game itself is really quite good fun, with good speech and three distinctly different shooting levels for you to make your way through. Crash magazine gave the game 92% and said

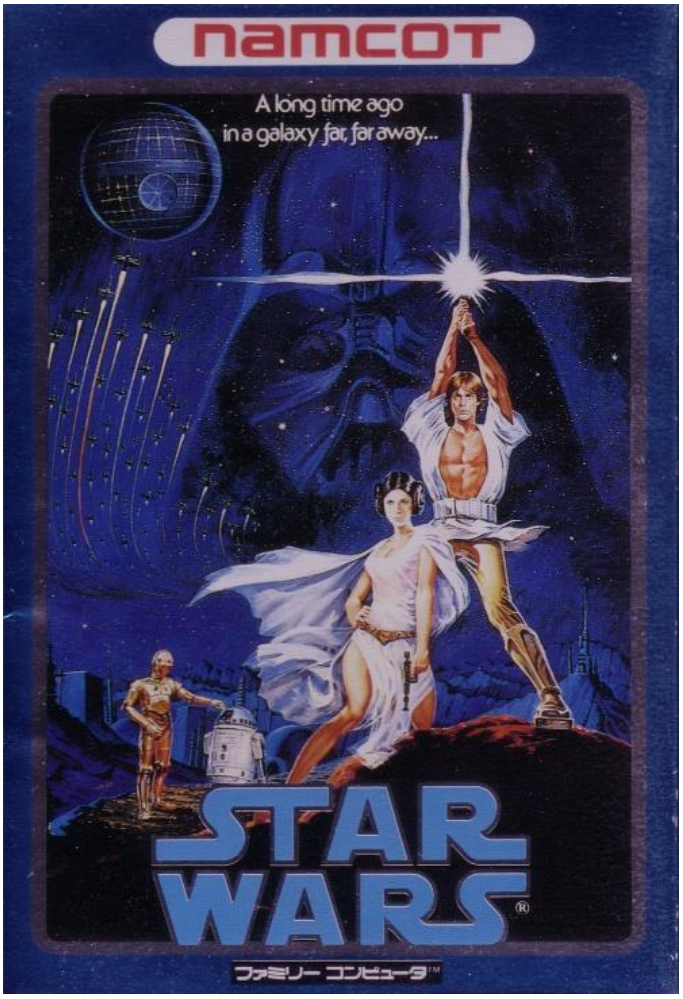
"Speed, excitement, tough gameplay and good graphics are the all-important elements of a shoot em up. Death Star has the lot"..[sic].. Overall, one of the best space shoot em up games in 3D ever."

Your Spectrum magazine hated the game giving only 3 out of 15 for the game and said.

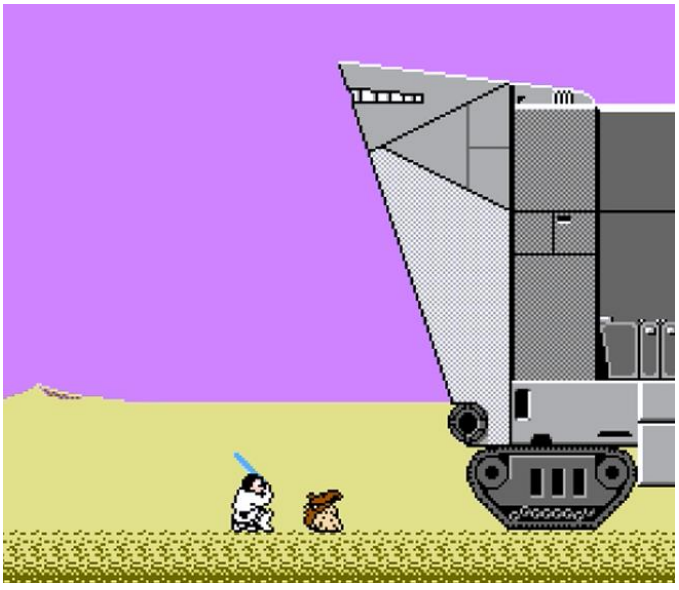
"Three stages of Star-Yawns didn't keep me awake long enough, despite tolerable speed and shootiebang quotient."

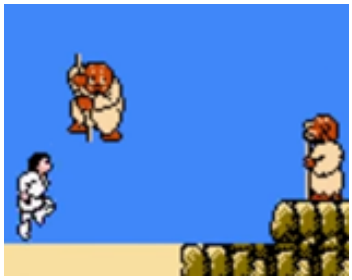
Above, the Spectrum version makes blatant use of Star Wars graphics. The C64 version (Right) plays it safe with less obvious Star Wars sprites. Of the two versions I found the Spectrum one far more enjoyable to play,

Star Wars (1987)
[Famicom]



Now this is why I love retro gaming and doing projects like this book. It is discovering gems like this. Made by Namco in 1987 and a Japanese only release. This was the first Star Wars game to be a side scroller and is completely different from the JVC game that we know in the west and released five years later. I actually prefer this to the more famous JVC game as well. Set very loosely on the film (read not at all) it has you play Luke who must make his way across six planets, taking out six Vaders and rescuing his friends. What is cool is that as you progress your rescued friends can offer you power up help, to aid you in your quest. Also the game has great shooting sections. All in all a gorgeous cute art style and a lot of fun to play. Please try and track down this gem today.





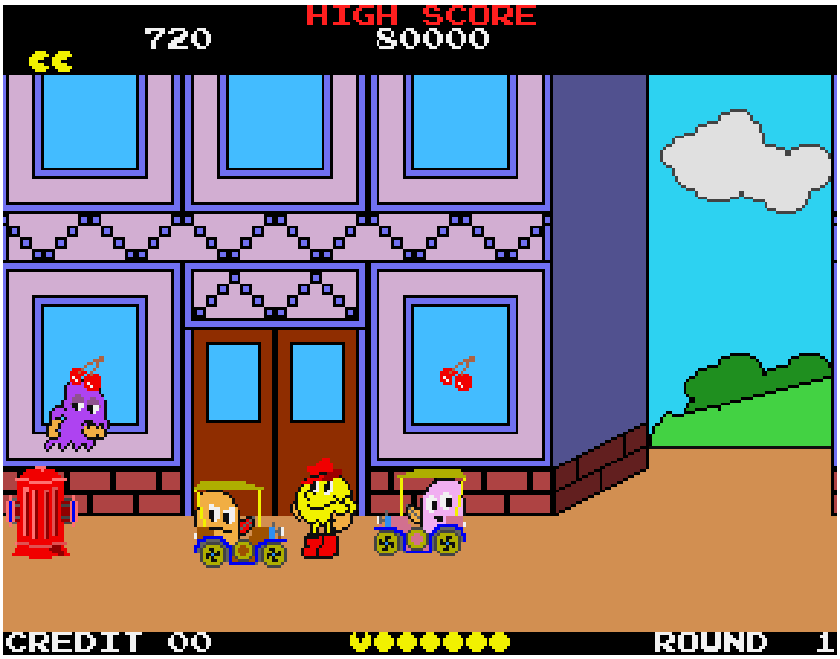
Yoshihiro Kishimoto (AKA Kissy or Kissie)

It is no wonder that Namco's Star Wars game is such a classic, as it has some of Namco's finest working on the game.

The main programmer for the game is Kissie… He is the guy who designed the Namco classic Pac-Land, which is one of the most important games of all time, being one of the first scrolling platformers ever made.. Not to mention one of the first times I have personally ever seen Parallax scrolling used in a game.

Next he designed the first two RBI Baseball games and a nifty arcade shooter Baraduke.

Today he is a University professor, teaching game design in Japan.



Of course KISSY's most famous game is Pac-Land (1984). This game was so ahead of its time, being one of the first scrolling platform games of all time.

Baraduke released in 1985 is an obscure arcade shooter by Kissy, that is a lot of fun.

He is also known as the designer of the first two RBI baseball games. The first came out of 1986.

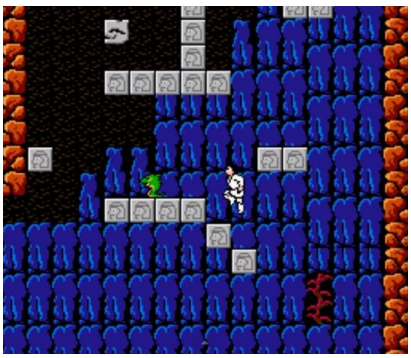
Level One: Tatooine. R2D2 has been nicked by some Jawa's and you must track down their carrier and enter it and defeat Scorpian Vader (who turns from a Darth look-a-like to a scorpion on the first hit.)

Then it's a go for a Land speeder to Mos Eisley.

Level Two: After a snazzy cut scene of the Millennium Falcon taking off, you are advised that Obi-Wan is being held prisoner on planet Kessel and can you go and rescue him. Then a rather cool Tie-Fighting section plays out.

Next, it is off across to the mountainous Kessel planet where you find a laser blaster and more platforming fun.

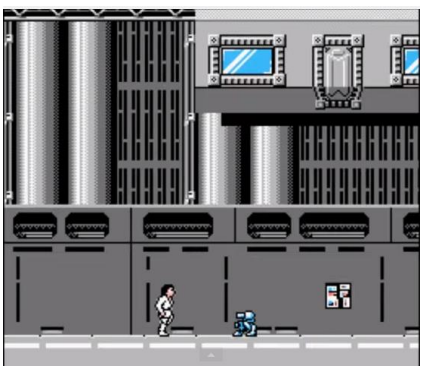
Finally you meet Gyaos Vader who does indeed turn into the Gyaos from the Godzilla films.

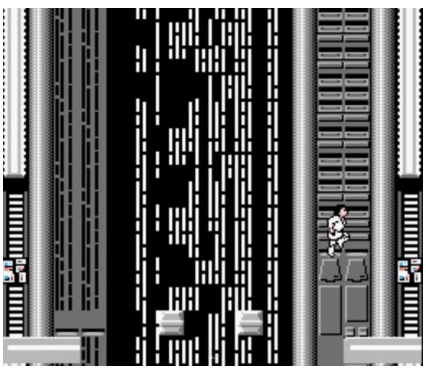


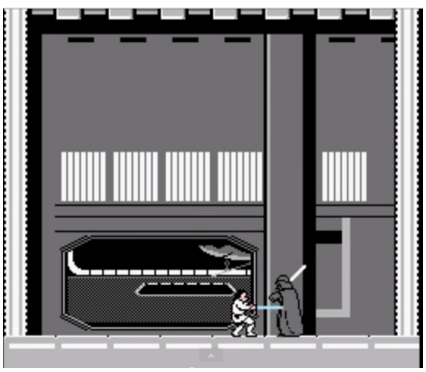
Level Three: You are now advised that C3PO has been captured and would you please come to water planet Iscalon to rescue him.

After some horrid sections avoiding squids you find your self against Krados Vader, who turns into a bloomin' shark this time.

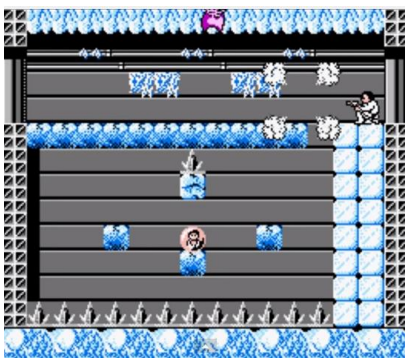
Level Four: Now you are told Princess Leia is trapped in the Death Star and that Vader is here also. After an incredibly cool space battle against Tie-Fighters (which has the Death Star as your backdrop). You then enter the space station and take out cute robots to take on Darth Vader himself.







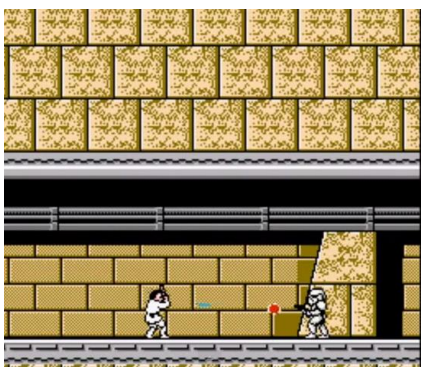
Level Five: After you have killed Darth Vader you think it would be nipping off to the local Cantina for a swift pint… But no joy unfortunately …. Ole Chewbacca roars at you to tell you that he is prisoner on ice planet Tina. After some really tough platform sections you find yourself against Wampa Vader. Who yes, you guessed turns on first hit into that snow monster from Empire Strikes Back. I hope your friends appreciate all this heroic rescuing you are doing?

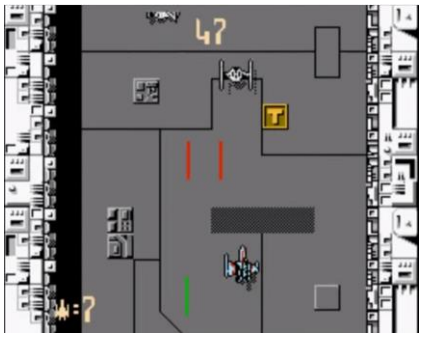


Level Six: Han Solo is the next to contact you and he advises you the rebel base of Yavin is under attack. So it is off to the forest planet and fight wildlife, including brown things that reminds me of those weird Boglin puppets you used to get.

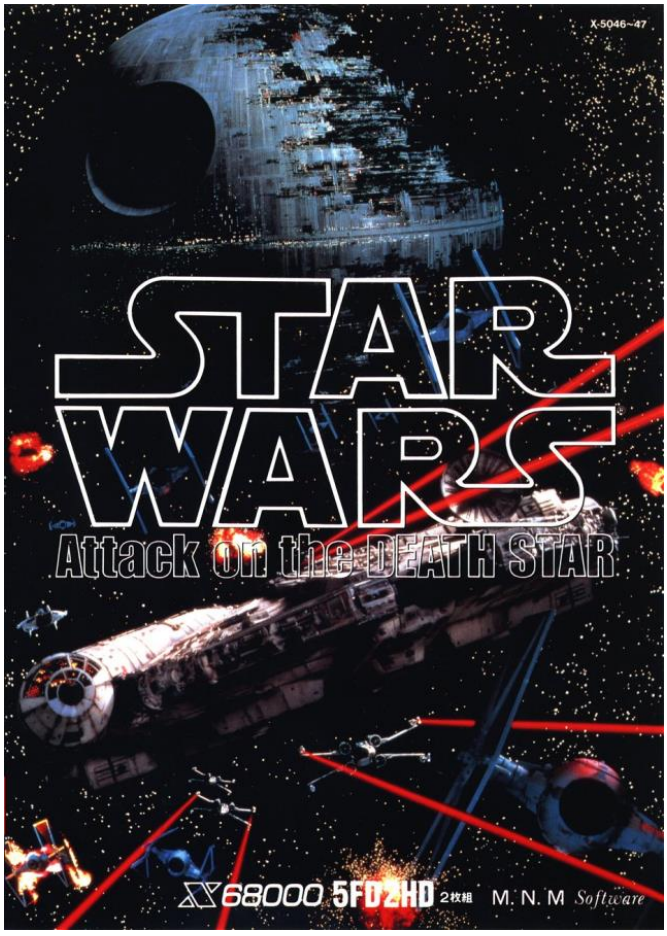
Get through all that and you meet Darth Vader again?!! And this time he can shoot a laser from his lightsaber. Still it is all worth your while as you get a hug from Leia.

Then its into you X-Wing to fly back to the Death Star again for good blaster followed by an overhead shooter in a trench run.. Well done you beat the game ☺



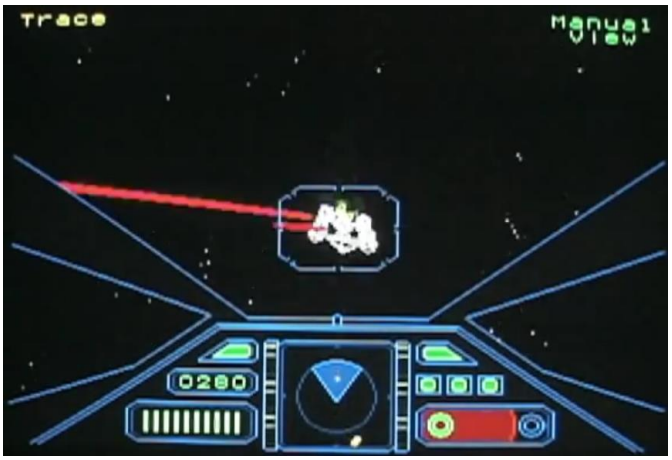


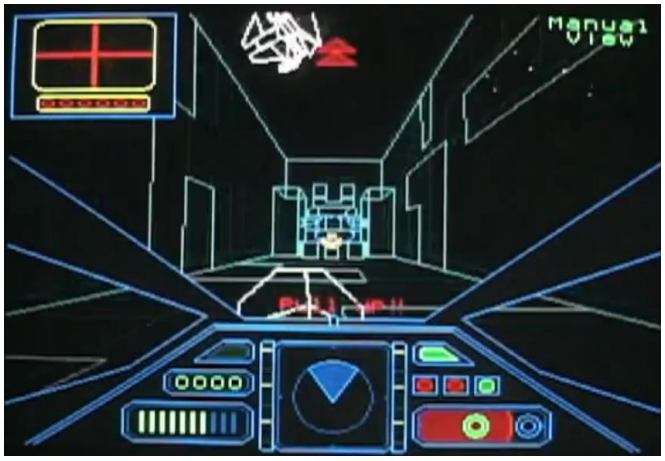
Star Wars: Attack on the Death Star (1991) [PC-9801, X68000]



Now this is another gem of a game being an obscure Japanese release. The game is essentially a re-telling on the Star Wars arcade game, but utilizing the much more powerful hardware to good effect. I love how you can see the X-Wing cockpit and see other friendly X-Wings and ships flying alongside you. On the trench run as well having the targeting display on the trench run is pure genius and brilliantly depicted. One section that differs from the arcade is your final run to the Death Star. In this section you are pulled out to a behind viewpoint (like Star Fox) and must dodge the chasing Tie-Fighters and Darth Vaders craft behind you, as they shoot at you. Yes all in all a huge lot of fun and definitely one you need to give a go with.

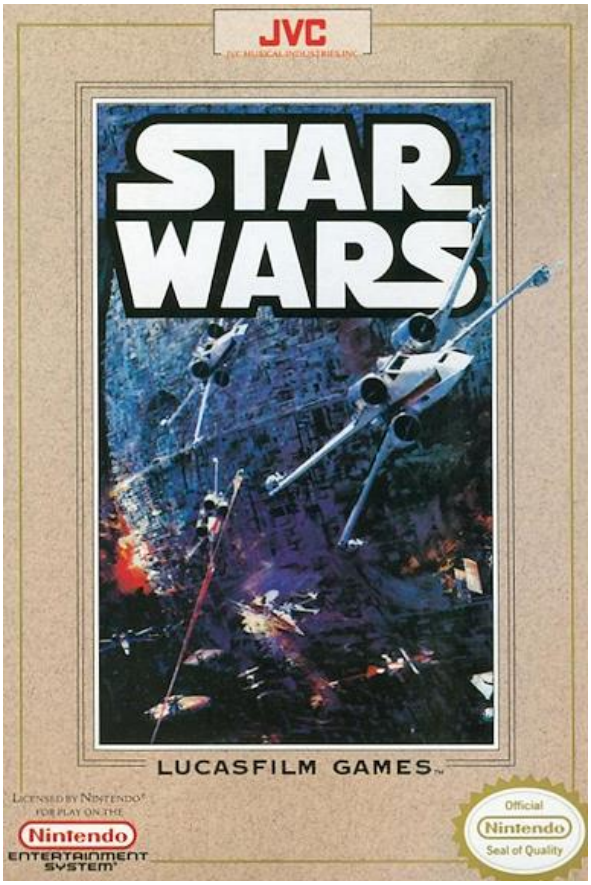
XM6 Pro 68K emulator seems to be the best emulator to play this on.





Star Wars (1991)

[NES, Game Boy, Master System, Sega Game Gear]



I decided to focus on the Nintendo NES version of the game as it is the most popular. But as you will see in my port wars section (a few pages on) this is probably the worst version of this game.

Still despite that, there is a lot to love with the game.

The game looks similar to the Japanese Namco version, but this time gone are the cute character depictions of the Star Wars Universe and gone is the liberal use of the Star Wars story (Boo! I want my Scorpion Vader).

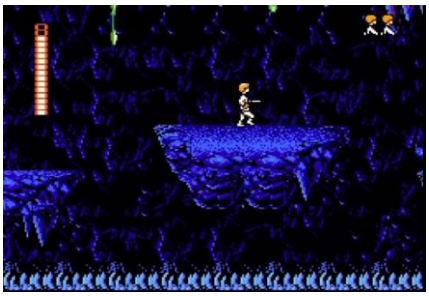
Starting the game in caves and fighting space slugs is a boring start, which combined with tough jumps, no escape deaths would put many off.. But persevere through all the rubbish first few levels and it starts to get a lot better.

Thankfully you are soon off to the Cantina and able to rescue Han, then you really start to enjoy the game. It is also nice that you can become Han Solo at this point, mixing things up.

In-between the levels you get to pilot either the Millennium Falcon or the X-Wing which are well done and breaks up the action.

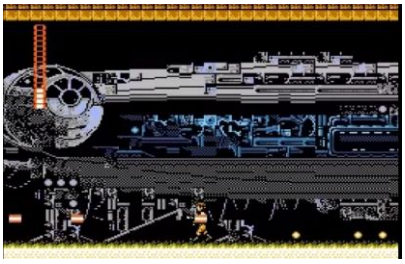
All in all I still prefer the Namco version to this one, although this is far truer to the story of the film.

Part One: Hmm after playing the Namco game, I found this a bit of a disappointment. This time you are shooting bugs and giant mosquitos in caves with all of the interconnecting over head speedster sections that aren't that great either.



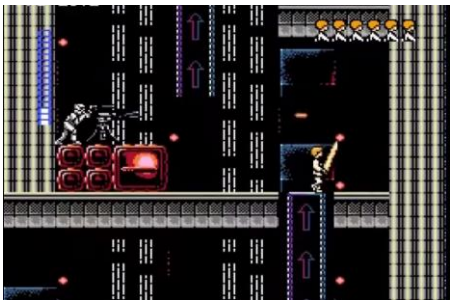
Part Two: Ok things are looking to pick a little. You are now in the Jawa carrier followed by Mos Eisley Cantina. Here is a lot more dangerous than I remember, with everyone out to kill you. Its really cool however that you can be Han Solo at this point.

After massacring all the people down the pub, it's off to the spaceship carpark to find your Millennium Falcon and it's "Chewie Get us out of here".



Part Three: Cor blimey Chewie, I said get us out of here and you land us in a frustratingly annoying asteroid field… ok getting the hang of it now, left a bit, right a bit… Ok now on the Death Star (it's not been a good day for me)..still those hover lifts are ace..weeeee ☺.

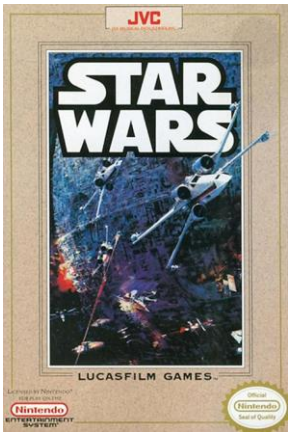
Next its off to switch off the reactor, then to the garbage chute followed by blasting off in the Millennium Falcon ship …Huzzah!



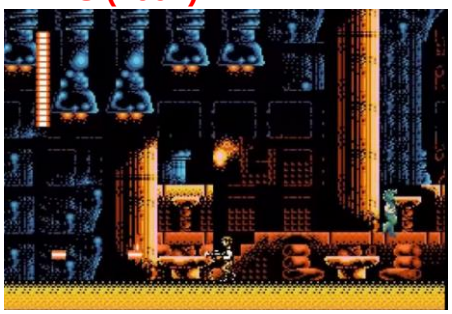
Part Four: After escaping the Death Star, now it's a battle for survival to take out the Tie-Fighters…. Great section.. Woo hoo! I got one…"Great Kid, don't get cocky". In the next section its scrambling to your X-Wing and to another cool blasting section, followed by an overhead trench run. The End ☺

PORT WARS

WHICH WAS THE BEST HOME PORT OF THE GAME?

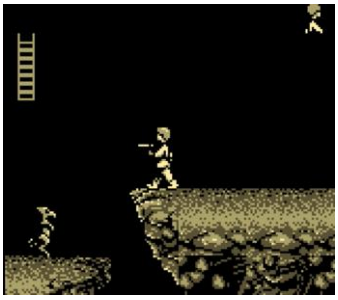


NES (1991)



The version that most, fondly remember on the 8-bits. Sadly I found this game personally really frustrating to play. It looks very pretty and has great sound though so is worth battling through if you can handle hard-core hardness and have lots of patience.

Game Boy (1992)

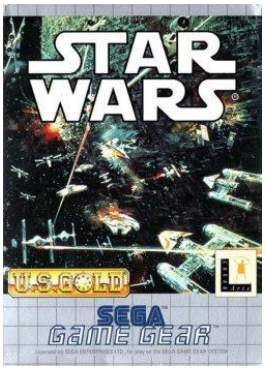


If you love the NES version then you will love this game. Almost identical with simply a zoomed in screen. I actually found this version more enjoyable.. Although it is still platinum hard.

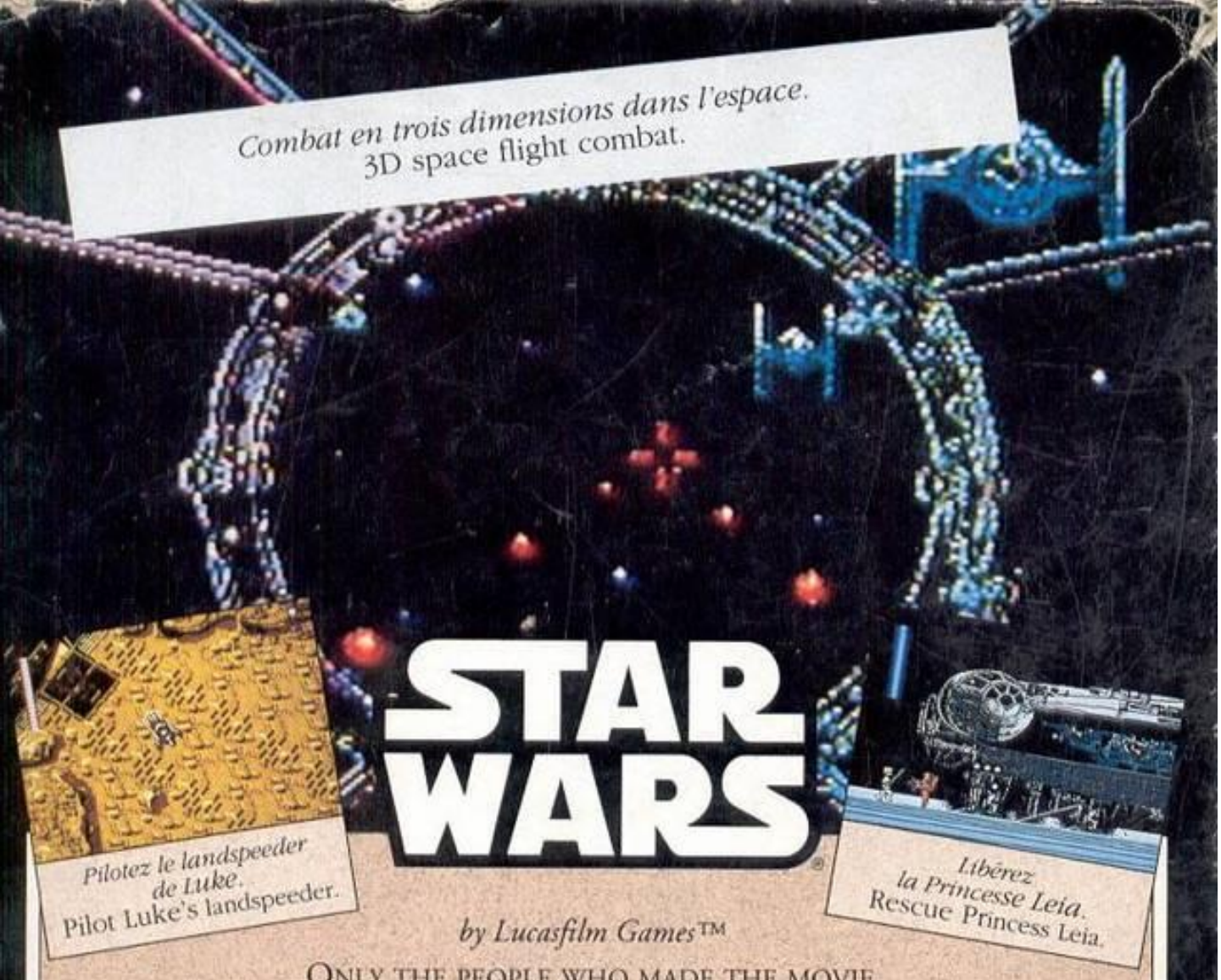
Master System (1993)

Wow this port is amazing and far superior to the NES original. Not only does it look better with digitised character depictions and brighter graphics, but thanks to a difficulty option it actually plays much better also. The Master System is the best home version to go for… But not the best version to play.. That honour goes to the Master Systems baby brother.

Game Gear (1993)



Ok this is the perfect version. Basically it gets rid of all the rubbish opening levels and uses only the best levels of the original Master System game. It then adds in its own unique levels as well to give it a similar length to the original. By far the best version to play of this game.



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Game Pak (NES-GP)

Super Star Wars (1992) [SNES]

If you ask most gamers to think of a Star Wars console game, then the JVC Lucas Arts trilogy by Sculptured Software would probably be the first thing they will think of.. and it is easy to see why with such a gorgeous polished game, Being considered one of the best hardcore run and gun platform games in the 16bit era.

In the game you get to play Luke, Han Solo and Chewie. Take out huge sand crawlers and fight Kalhar monsters in the Mos Eisley Cantina (the monster you see in the film on the chess board).

The game is the definition of the word hardcore.. But when I play it I always have a huge ear to ear grin… Especially on the amazing Mode 7 land speeder and Death Star sections of the game.

N-Force magazine gave the game 95% and said

"One of the best games ever, not particularly for originality but for the masterly way so many gamestyles have been forged into a thoroughly playable whole."

Whilst I think it's difficulty and frustrating gameplay would lower the score for me. I cannot argue at how amazing and impressive this SNES game is, and how well it captures the look and feel of the film.

But how did such a classic game come about?

Well it all started when Kalini Streicher was recruited by Lucas Arts for being fluent in German and so started to work on games like the game Zak McCraken and the Alien Mindbender, Maniac Mansion & Indiana Jones & the Last Crusade for local translations. At this time LucasFilm was almost all about the PC and nothing else, so when Kalini and others went to manager Steve Arnold asking why they aren't doing console games and doing Star Wars, he said for the guys to go off and do it.

The first game that Kalini worked on, was the NES version of Star Wars. This gave the general idea of what Kalini wanted to do, but what he really wanted was to create a Star Wars trilogy all on one single console.

It was a brutal schedule of one game a year and starting in 1992 was a little late but Kalini and his team achieved it. The game garnered massive success, being a real show case for the SNES console and the envy of Sega owners everywhere. It is really amazing what the talented graphic artists and Peter Ward managed to achieve on the SNES (incidentally Pete went on to do the first Rainbow Six game).

Yes these games are brutally tough. But as Kalini says himself in a Retro Gamer interview…

“These were difficult games. We were aiming at the hardcore. Everybody was a hardcore player back then!”

All in all if you want to show what the Super Nintendo is capable of and love your hardcore games like Super Contra, then give this game a go today. You wont be disappointed.

Kalani Streicher

To see a full breakdown of his career, then please check his Linkedin page.

Jon Knoles

When you mention Super Star Wars trilogy, then you have to mention the fantastic art direction of Jon. Originally he worked for Taito and worked on the NES title Indiana Jones and the Last Crusade : The Action game. LucasFilm games were so impressed, that they offered him a job with them. Since then he has probably worked on the most Star Wars games, than any other single person. Working on everything from all the Super Star Wars series and JVC NES classics, X-wing, TIE fighter, Dark Forces... Right through to designing games like Shadow of the Empire, Episode I – Racer, Star Wars : Bounty Hunter and the Phantom Menace game.

Since Lucas Arts he joined Microsoft – and Turn 10 studios and is the main designer for the Forza Horizon games and Forza 5.

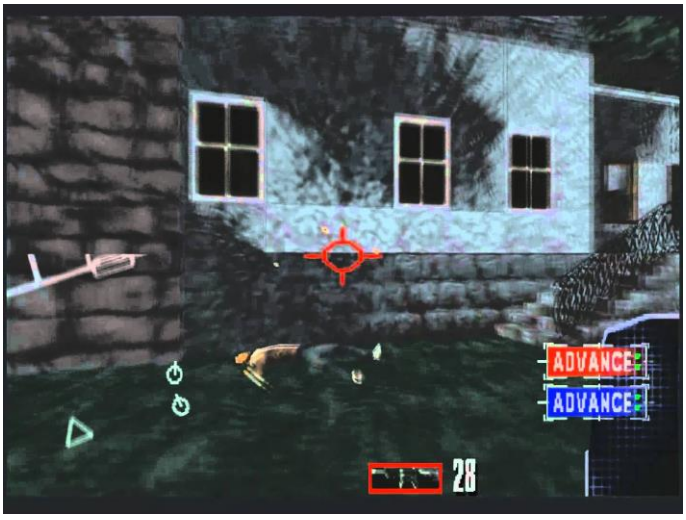
To see a full breakdown of his gaming developer history, then check out his Linkedin page.

Cancelled Scooby Doo (C64) Micro Illusions

Peter Ward

Another important aspect of the Super Starwars trilogy, is the brilliant technical wizardry of those games, and how the titles made the SNES machine sing. Those amazing visual tricks, were largely down to one man… Peter Ward. Originally cutting his teerh on the C64 with such games as Black Magic (1987) and the cancelled Scooby Doo on the C64 for Micro Illusions. But it wasn't until he started work for Sculptured Software and on the SNES console would he do the Super Star Wars trilogy and some of his most fondly remembered works. Since then he went and did the SNES Mortal Kombat ports and the Rainbow 6 ports. He now works for Disney interactive and has brought such titles as Toy Story 2, Cars 2 and the Disiney Infinity games to fruition.

To read a fuller history of all his work then please check out his Linkedin page.



Rainbow 6 (N64 Port)

Part One: After a really smashing intro it is on to the game itself... Level one is the Dune Sea on Tatooine and has you play Luke as he takes out all the wildlife (Wow Tatooine is a dangerous planet). Then its off on a cool Mode 7 land speeder level, that still impresses today.

Part Two: Your next task is to battle your way on to the Jawa Sand Crawler vehicle and make your way through within it to find R2-D2. Man this game frustrates.. I would have let R2-D2 rust personally and go off a nice cold beer. This Jawa blasting is thirsty work.

Part Three: Now we find ourselves in the land of the Sand People and another impossibly tough level. For me it is the floating rock jumps you constantly have to make (not to mention the Jawas are tough little buggers). Still there is Old Ben.. Phew he can help me.

Part Four: Land of the Banthas now, my word is this game all set on Tatooine? They should call the game Star Wars the Desert Adventures.

The end of level is a Mutant Womprat. You are not kidding about the word mutant. Womprats are tiny normally!!! Ok lets Speeder it off to Mos Eisley.

Part Five: You will never find a more wretched hive of scum and villainy… No I don't mean Hackney ☺ its Mos Eisley.

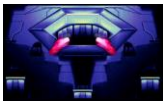
This has is one of the prettiest levels in the game and you get to switch to Chewie… Nothing can stop me now that I am big walking carpet.

Roowwwaaaarrrr!!!

Part Six: I cannot believe that I still haven't blimin' left Tatooine yet!!!. Still I am Chewie, and I get to blow up big Hover Combat Carrier ships so all is good. Finally I get to the Death Star, darn it's nice to have a change from sand…. Wooah Imperial Defense Droid boss…Never realised that ED-209 droids were on the Death Star.

Part Seven: Now we are talking. Fast Mode 7 Death Star X-Wing action… Red 5 Standing by… dakka dakka dakka take that you imperial dogs!!!

The Trench run is even more amazing. This time it places you in the cockpit of the X-Wing and some more Tie Fighter blasting.. We are all clear kid…



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- Rip through the desert in Luke's landspeeder
- Clash with aliens in the Mos Eisley Cantina
- Blast menacing boss monsters and Imperial stormtroopers
- Attack TIE fighters in the trenches of the Death Star

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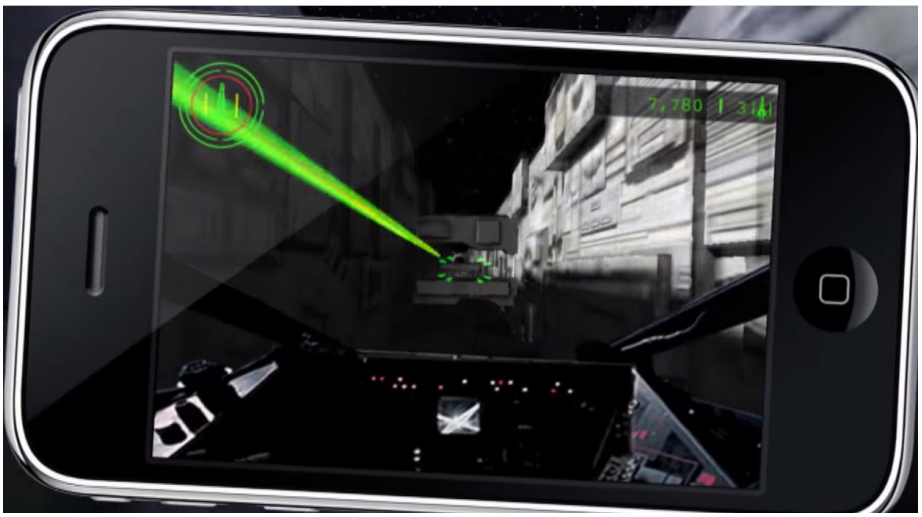
Others

Star Wars: Trench Run (2009) [iOS, Android]

Reviews were mixed on this game, with most citing that the game is simply too short (about 30 minutes) to be worth the $4.99 asking price. Looking on the web, it sounds like there is an Occulus Rift VR version of game out there as well. The VR version is supposed to be amazing.



Star Wars Arcade: Falcon Gunner (2010) [iOS]

Interesting idea this. Essentially you shoot Tie-Fighters from the classic ship the Millennium Falcon. It is a simple game, but what makes this a bit more fun is that you can have the backdrop as what you are actually seeing and so you will be turning around like a lunatic and can pretend to virtually shoot those around you.

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HOLIDAY SPECIAL
A long time ago, in a galaxy far, far away...
Luke Skywalker and Han Solo battle evil Imperial forces to help Chewbacca reach his imperiled family on the Wookiee planet– in time for Life Day, their most important day of the year!
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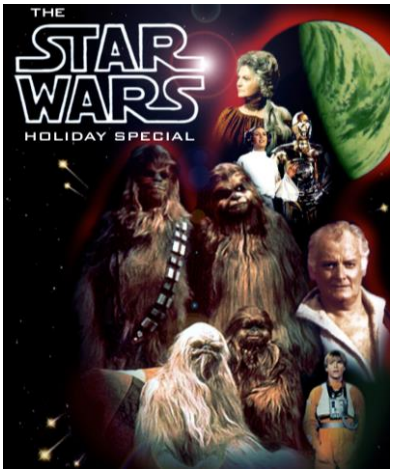
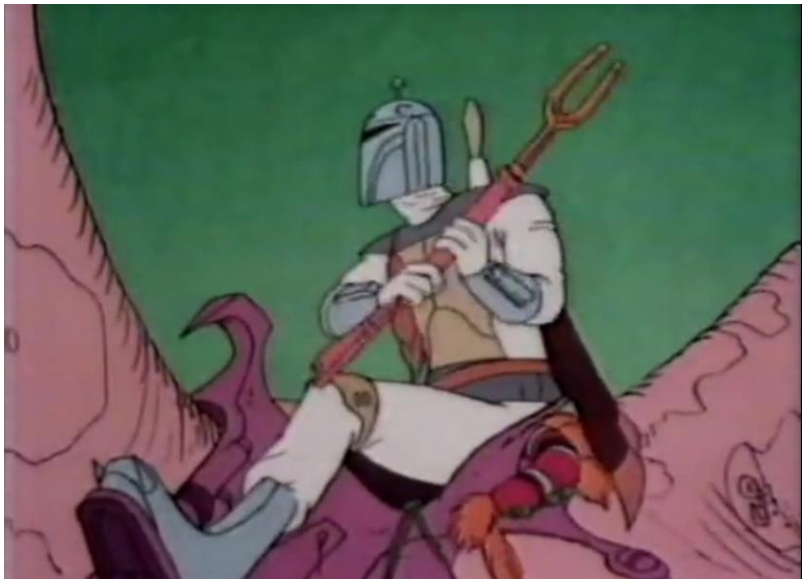


Despite not having any video games related to it, I just had to briefly mention the bizarre TV Holiday Special, that aired on in 1978 with Star Wars Mania in full swing.

See Chewie's family, join in the sing along in the Cantina and weep with joy as Princess Leia et al starts singing a Holiday Carol (can't have Christmas in a Galaxy far far a way I guess). Sadly George Lucas bought up the rights and locked it away this interesting Star Wars Special (can't think why ☺).

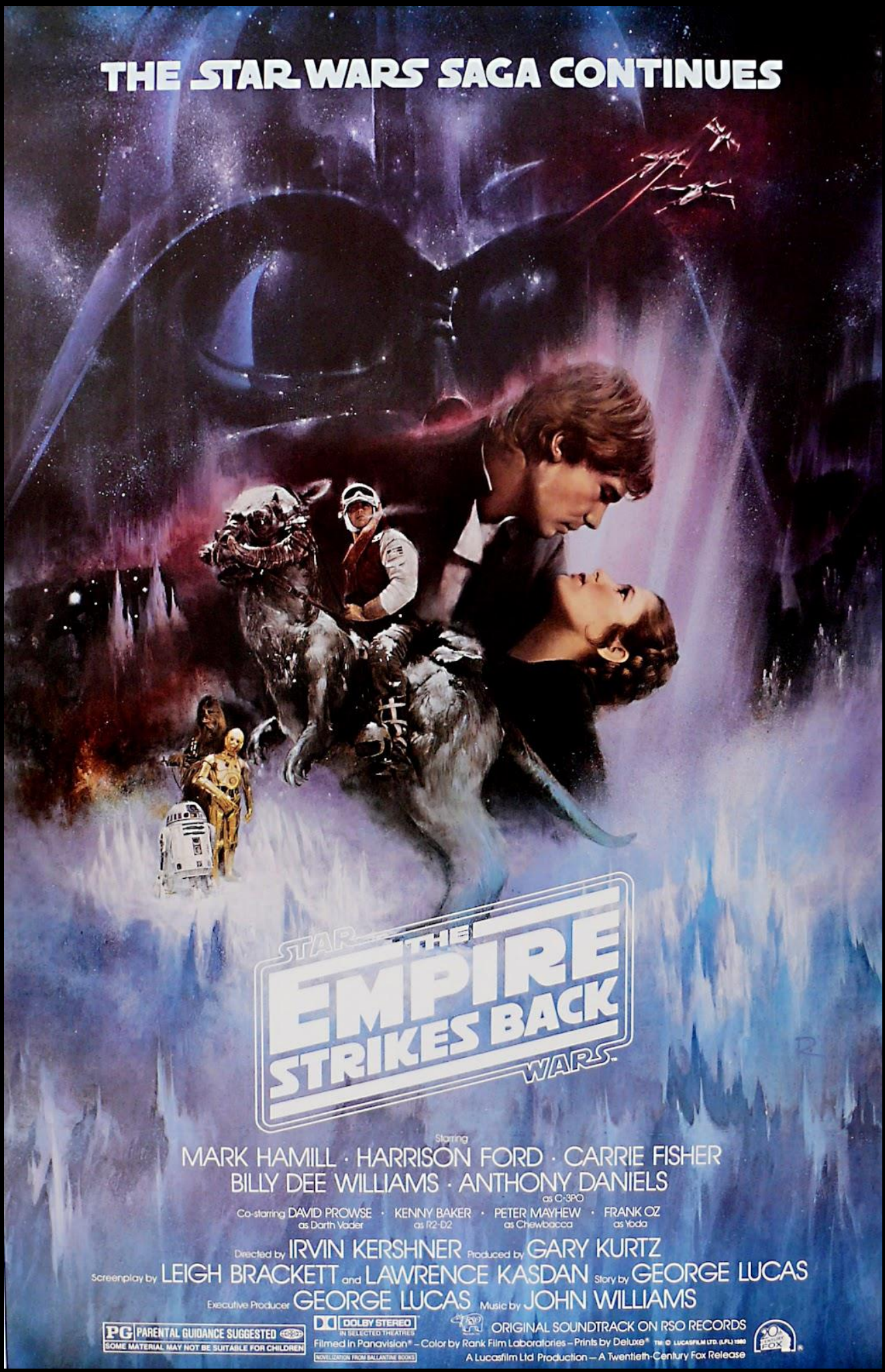


Thankfully though, copies that people taped way back when still exist and make their way around the internet.

Here is the only copy online I found with the whole TV special enjoy.

[Watch TV Special]

Interestingly this was the first time that Boba Fett was introduced to Star Wars in an animated short within this Holiday Special..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THE EMPIRE STRIKES BACK
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Co-starring DAVID PROWSE as Darth Vader · KENNY BAKER as R2-D2 · PETER MAYHEW as Chewbacca · FRANK OZ as Yoda
Directed by IRVIN KERSHNER Produced by GARY KURTZ
Screenplay by LEIGH BRACKETT and LAWRENCE KASDAN Story by GEORGE LUCAS
Executive Producer GEORGE LUCAS Music by JOHN WILLIAMS
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STAR WARS : EPISODE V
EMPIRE STRIKES BACK

"It is a dark time for the Rebellion. Although the Death Star has been destroyed, Imperial troops have driven the Rebel forces from their hidden base and pursued them across the galaxy.

Evading the dreaded Imperial Starfleet, a group of freedom fighters led by Luke Skywalker has established a new secret base on the remote ice world of Hoth.

The evil lord Darth Vader, obsessed with finding young Skywalker, has dispatched thousands of remote probes into the far reaches of space...."

About The Film

How do you follow up on a classic film? And what if the first film bombed and the sequel needed to be done on the cheap? These were the questions George Lucas was faced with.

Lucas knew that he owned the rights to any sequels and was determined to come out with a sequel, however modest.

So he commissioned sci-fi writer Alan Dean Forester (who he had brought in to also novelise the first movie) to also write a low budget sequel if the first Star Wars film didn't do massively well. Called the 'Splinter of the Mind's Eye' , it had only Luke, Leia and the droids in it, crash landing on a planet. To know more about this plot then check out Screencrush.com

Thankfully Star Wars was a big success and so in 1978 Lucas set to work and his big budget sequel for his Universe.

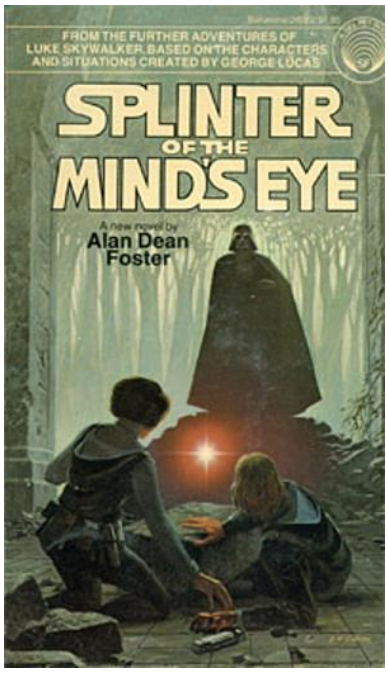
Still with Fox taking most of the ticket sales profits, and the merchandise not yet going full swing, money was limited. Lucas was determined however that for this sequel he would have control. But that meant self financing. So Lucas decided to fund the movie out of his own money made from the first film, and for the rest he took a massive bank loan to put together the $25 million dollars he needed to do the sequel.

It was a massive risk to him financially, but such was his confidence in this Galaxy he had created.

George started work writing out the backbone of the sequels story and then passed his writings to a noted screen writer Leigh Brackett to write the actual film script.

Leigh was a respected screenwriter having done such classics as the Bogart and Bacall classic The Big Sleep and the Elliot Gould in the noir film The Long Goodbye. Sadly after completing the script in 1978 she would die of cancer a month later.

To see the original draft script of Leigh's film then [Click Here]



George was still not happy with this script though and so he recruited Lawrence Kasden (whom had impressed Steven Spielberg with his script work on Raider of the Lost Ark) and put him to work on this script.

After the harrowing experience of Directing the first Star Wars film (that literally nearly killed him with a near heart attack) George Lucas decided that for the sequel he would look to get someone else direct it, with himself siting back from the day to day.

So he hired his former Film school University Lecturer Irving Kershner. This was a brave choice with Kershner never doing any films in the Sci-Fi genre and only the Elliot Gould and Donald Sutherland film S*P*Y*S and more recently the Eyes of Laura Mars (a John Carpenter film with Tommy Lee Jones and Faye Dunaway) of any note, at this time.

So with the cast and crew all signed up on the 5th March 1979 filming began, and of course being a Star Wars film it was fraught with issues.

For the Hoth planet scenes they used a place called Finse, a ski resort in Norway. A freezing location to film in is bad enough at the best of times, but Finse saw it's worst snow storm in 50 years, and with 18 feet of snow and temperatures dropping to -29C causing much of the equipment's and film gadgets and animatronics to stop working.

The indoor shoots in Elstree Film Studios weren't doing much better either, with Stanley Kubrick's The Shining running over at the stages and so limiting the Star Wars team to only one studio.

The film was running far behind schedule now and George Lucas had to find another $10 million to keep things going, resulting in having to do a deal with Fox to secure the money for more profits.

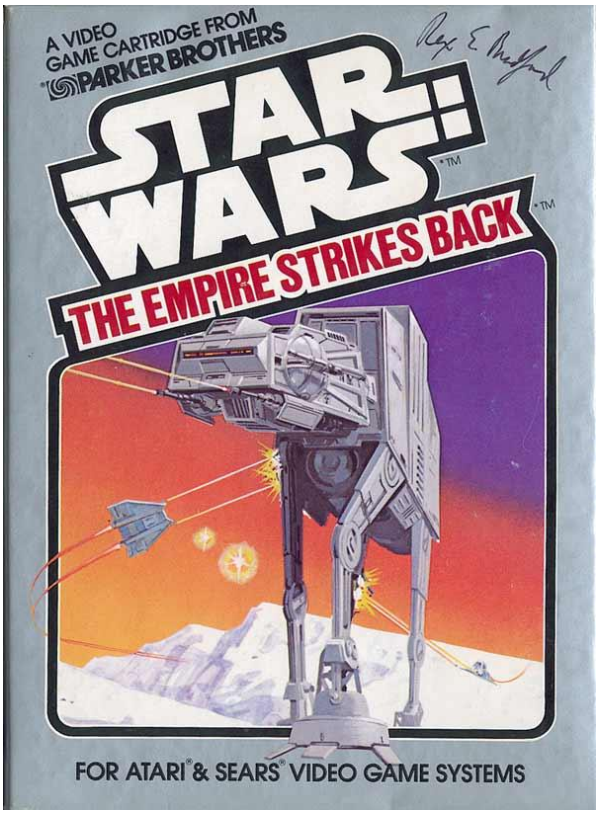
The film was released on the 21st May 1980 and despite some mixed critic reviews and a slower start, fans started to appreciate the film and applauding the darker tone and unresolved middle act of the story, with many citing it (myself included) as the best Star Wars film to date.

Star Wars: The Empire Strikes Back (1982) [Atari 2600, Intellivision]

It seems amazing to me that it took until 1982 before anyone did an officially licensed Star Wars game. When they did Parker Brothers would base it on the second movie and produce a really solid fun shooter for the Atari 2600 and IntelliVision.

The game took the most iconic scene from the movie and so had you play Luke piloting a Snowspeeder against the lumbering massive AT-AT walkers.

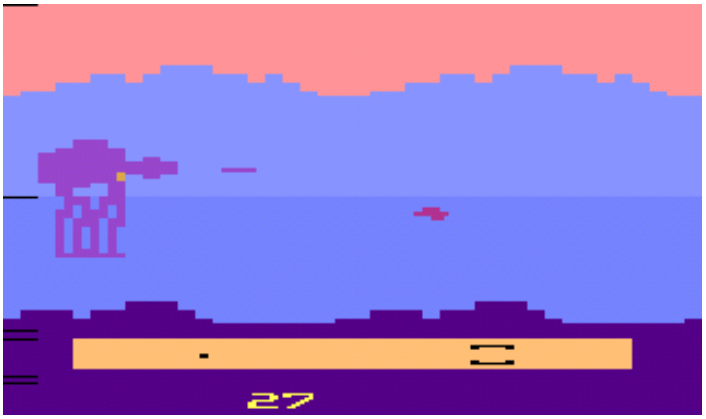
The game goes at a blistering pace and has you having to fly through the AT-AT legs and shoot them 41 times to take them down. Or wait until a vulnerable spot starts to flash and shoot that for an instant take down. All in all there is a lot to love in this game, although Jeff Minters Attack of the Mutant Camels (which was a tongue in cheek parody of this games camel like AT-AT's) is much more enjoyable in my opinion.



Rex E. Bradford

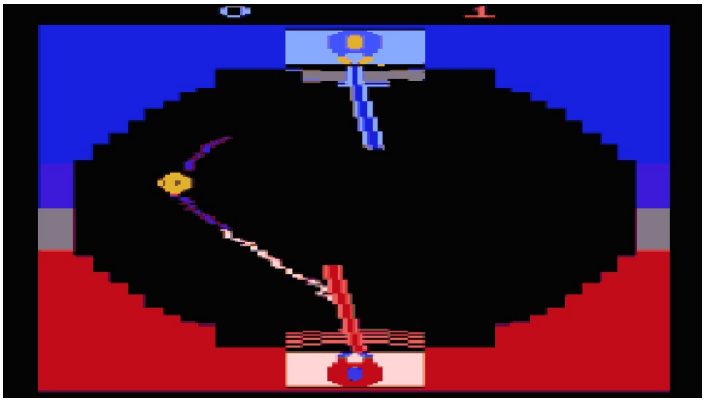
Rex has the amazing badge of honour, to be the first person to write the first ever official Star Wars game (and a darn fine one as well). Rex was interviewed in 2006 by ScotithGames at a Parker Brothers game re-union. Sadly the audio quality is poor, but crank up the volume for a fascinating interview with the man himself.

[Rex Bradford - ScottithGames You Tube interview]



The classic Atari 2600 Star Wars game he will always be synonymous with (1982).

Then at Looking Glass and did back end coding for System Shock in 1994.



He also released the Jedi Arena game in 1983 on Atari 2600

The same also on Flight Unlimited in 1995, also for Looking Glass.

Rex also handled the quality Atari ST port of David Crane's Little Computer People in 1986.

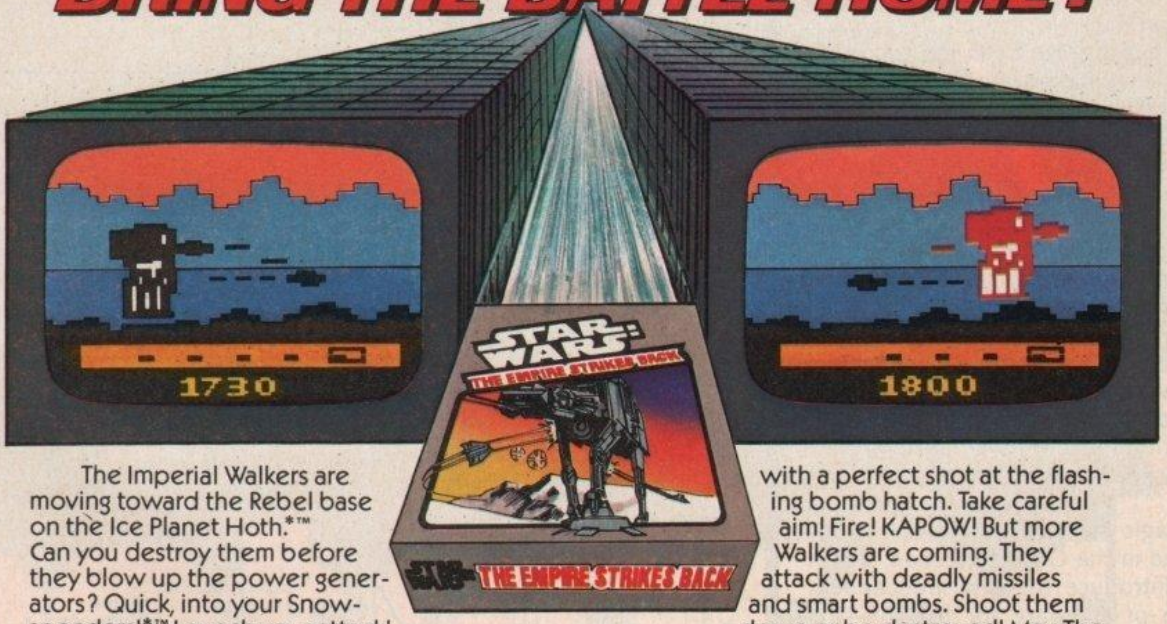
Most recently he was Lead Programmer on Empire Earth the Art of Conquest, released in 2002.

STAR WARS™

THE EMPIRE STRIKES BACK™

VIDEO GAME CARTRIDGE

BRING THE BATTLE HOME!



The Imperial Walkers are moving toward the Rebel base on the Ice Planet Hoth.*™ Can you destroy them before they blow up the power generators? Quick, into your Snowspeeders!*™ Launch your attack! You can stop the Walkers with a perfect shot at the flashing bomb hatch. Take careful aim! Fire! KAPOW! But more Walkers are coming. They attack with deadly missiles and smart bombs. Shoot them down or be destroyed! May The Force Be With You!*™

For your Atari Video Computer System™ and Sears Video Arcade.™

PARKER BROTHERS

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32 GAME VARIATIONS

STAR WARS™

THE EMPIRE STRIKES BACK™

The Imperial Walkers are approaching the Rebels' power generator on the Ice Planet Hoth.*™ Unless you can prevent them, they'll blow up the entire Rebel base! There's still time, so blast off in your Snowspeeder*™ and try to destroy the Imperial Walkers with a barrage of missiles! It will take all of your skills as a pilot and all of your daring as a Rebel!

A unique radar band scans the entire battlefield (8 TV screens wide) as the Walkers head toward the power generator.

Aim! Fire! Try to "weaken" and destroy the Walker. Hit a flashing "bomb hatch" . . . Pow! . . . the Walker is instantly destroyed!

Sometimes a Walker releases a "smart bomb." Watch out! It will follow you. Shoot it down or be destroyed!

When your Snowspeeder is damaged, land in a valley for quick repair.

Control your Joystick to make your Snowspeeder "turn on a dime" and to rapid-fire your missiles.

And when you gain The Force*™ . . . the mighty Imperial Walkers are at your mercy! May The Force be with you.*™

FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM™ AND THE SEARS VIDEO ARCADE.™

PARKER BROTHERS

We will be happy to answer your questions about THE EMPIRE STRIKES BACK.*™ Write to: Parker Brothers, P.O. Box 1012, Beverly, Ma. 01915, Attention: Consumer Response Department.
Details on limited warranty are enclosed. Ask to see the retailer's copy prior to purchase.
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Star Wars: The Empire Strikes Back (1985) [Arcade, Various]

Actually the third released Atari arcade game (it came out after the Atari's Return of the Jedi) and designed as a conversion kit for the original Star Wars arcade cabinet. All in all it is a worthy inclusion but nowhere near as good as the original Star Wars game.

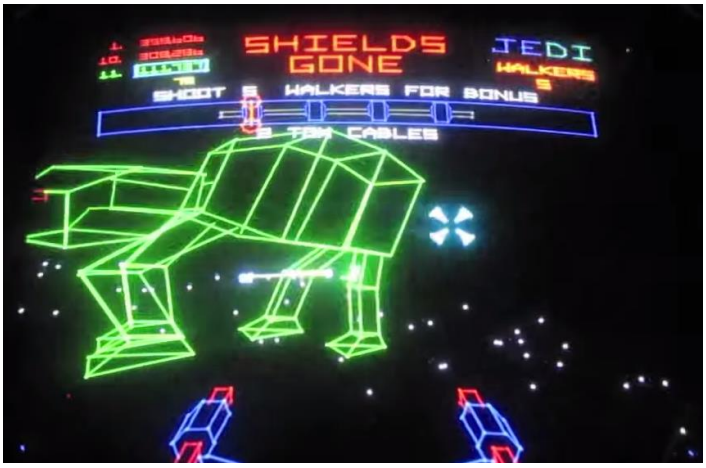
Still the game had quite a bit of variety to it, ranging from stopping Imperial probe droids from sending out a signal, taking on AT-AT and AT-ST walkers and even flying the Millennium Falcon through an asteroid field and more Tie-Fighter Space action.

Another cool inclusion as well was that if you did really well on each wave then you would receive a letter spelling out the word JEDI. Collect all the letters and your enemies would temporarily not fire and you would get military style stripes added to your name on the high score.

Another cool feature of the game, was how if you got close to the AT-AT walkers you could fire one of your four tow-cables to instantly take out the Walkers immediately.

There is a lot to enjoy with this game, but it isn't as playable as the original arcade game. I think this is in part to do with the Death Star attack and trench run being so iconic and This game is missing that and a satisfying conclusion (some may argue like the film). Also the vectors isn't as geared with depicting an ice planet as it does with a space battle and so comes across less impressive than the original.

Whatever the case the sequel sold considerably less than the original and would see an end to Atari releasing arcade games set in the Star Wars universe.



BEST WAYS TO PLAY THE STAR WARS ARCADE GAME TODAY (OUTSIDE AN ACTUAL ARCADE MACHINE OF COURSE…)

M.A.M.E. (Multiple Arcade Machine Emulator)

Sadly the AEE emulator doesn't seem to work with Empire Strikes Back and so you only really have MAME be able to play the arcade version. As expected it plays really well, but without the look of the Vector the game is just missing the beauty of the arcade vector original.

Hidden Game on Star Wars : Rogue Squadron III - Rebel Strike on the GameCube game.

This has to go down as one the best hidden extras of all time in a game. Because on Rebel Strike you can unlock the Empire Strikes Back game.

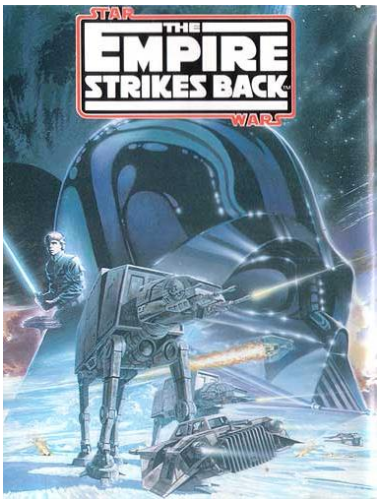
The game plays perfectly as well, and having the GameCube controller to play the game makes this a great version to play. To unlock, in the games menu go to Options > Passcodes and the enter **!H!F?HXS** (exclamation mark not I). If done correctly R2D2 will beep at you. Then enter the passcode **KOOLSTUF**. Then in Options, go to Special Features > Arcades. Enjoy ☺

PORT WARS

WHICH WAS THE BEST HOME PORT OF THE GAME?

Spectrum (1988)

An amazingly solid and fast version of the arcade game. It's all here and plays fantastically well. Crash magazine gave it 90% and said "as all the speed, playability and graphics of the arcade machine. A must for all fans of the trilogy."

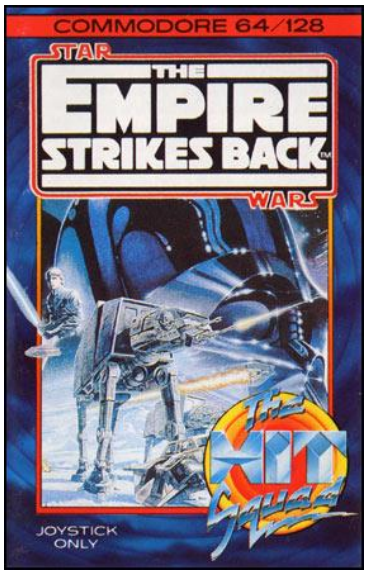


C64 (1988)

Erghh…After playing the Spectrum version, this game comes across so slow, ugly and blocky. The C64 is a great machine but 3D wasn't a strength of the machine and it shows. Zzap! Magazine gave it 74% saying "A quality conversion, that proves addictive despite its self.".

Amstrad (1988)

Now this is more like it. The Amstrad version is even better than the Spectrum version, with even better graphics, the same level of speed and still all the playability.

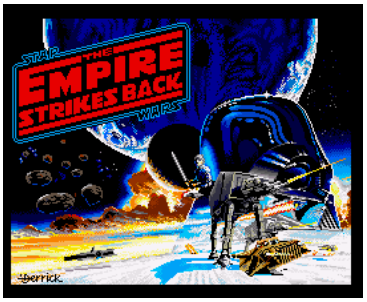


BBC Micro (1988)

Another really solid version of the arcade game. No complaints here I really enjoyed this version. Still felt the Amstrad version played slightly better though.

Amiga / Atari ST (1988)

Simply wow, this is completely arcade perfect and you can even play with the mouse or Joystick. The mouse is a joy to use (perhaps makes it a little too easy) but I had a real blast. The constant use of sound clips really makes the game as well. Outside of the arcade this is definitely the version to play.



The Spectacular Conversion Game for STAR WARS*

STAR WARS* THE EMPIRE STRIKES BACK

Now transform your STAR WARS games into a new profit adventure.

This exciting hit includes a new program memory chip set, attraction panel, graphics decals, and flight control cover decal. Special side-panel title decals are also available for the upright cabinet.

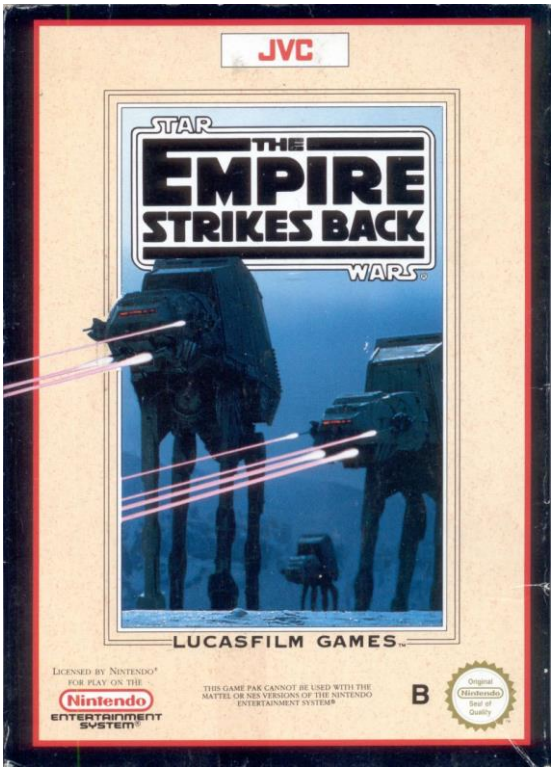
ATARI GAMES

A Warner Communications Company

Star Wars: The Empire Strikes Back (1992)

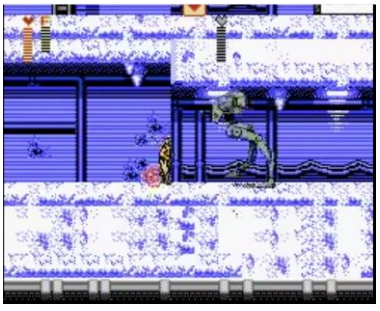
[NES. Gameboy]

The JVC and Sculptured Software game on the NES is an impressive effort. Animation and the look and feel of the characters are a lot better now and the whole tone is less cartoony and more filmic. I really enjoyed this game, but man is it HARD!!! No passwords, no save points… it's enough to make a grown man cry (and I often did). Despite that and thanks to emulation and save states (to save my sanity) I had a lot of fun with this game. You get to do lot's of cool stuff in it such as extended Jedi power-ups & take control of an AT-ST Walker. You certainly get value for money with all the levels. Definitely worth your time.



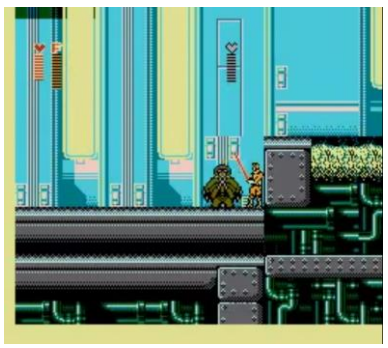
Part One: I am liking this, level one and I am on a Tauntaun. Loving the look and feel of it all and how you can direct the fire as well. Quickly though I find myself in the ice caves and lost with where to go… and now I found a bloomin' Wampa (Snow Creature) and its killed my Tauntaun…Not happy ☹

Part Two: Ok next bit and its flying a snowspeeder against the AT-AT. Man this level is REALLY tough… The next level and I have taken over a friggin' AT-ST walker… I am loving this game right now ☺ End of level boss is a weird looking walker, but is no match for my lightsaber.



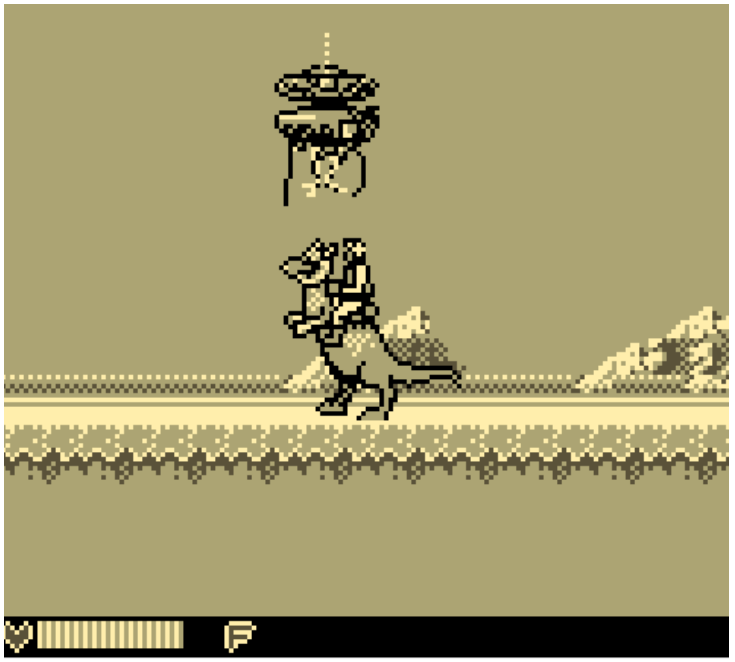
Part Three: Right I am now on Yoda's planet Dagobah. I must admit after all that ice, the brightly coloured swamp world looks lovely. Yoda tells me to do some trials… Gah!! I hate that green muppet.. This level is so tough and the imaginary Darth Vaders a right pain.

Part Four: Ok now I am in Cloud City (Bespin) and shooting lots of ships (man I hate this section). Still now that I am on Cloud City itself it's a really pretty level… Plus I get to use an AT-ST Walker again. End of level boss is Boba Fett… Such a cool section to play,

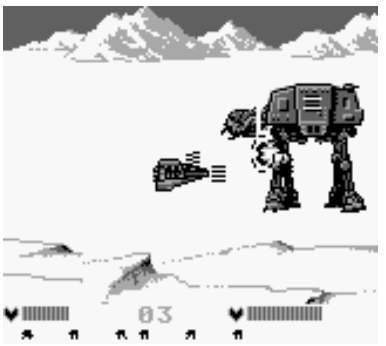


Part Five: Another one of those shooting sections. This time its up against Boba Fett's ship to try and save Han Solo. Wait a minute I have rescued him.. Did no one in the dev team go to see Return of the Jedi? Then its back to Bespin to take on a zillion storm troopers only to be told by Leia that it's a trap!! Really Leia & there was me thinking all these Storm Troopers were on their hols!!! Ok now its on to fighting Vader, man that guy is tough. This seriously has to be one of the toughest boss battles I have ever done!!

Part Six: Ok after finally defeating him I find he escapes for another day!! So it's more wandering around this darn complex again. Ok now we are on the final scene surely…and it's just like the film with a Jedi lightsaber battle with ole Darth Vader himself… Wey hey I beat him & didn't even lose a hand.



The Game Boy version is very close to the NES game. The problem is that the zoomed in screen makes it really difficult to play as you progress. Far better to stick with the NES version of the game in my opinion.



Super Empire Strikes Back (1993) [SNES]

If you thought the first game was tough, then you ‘aint seen nothing yet… This game is brutal and frustrating and really long, with what feels like a lot of filler levels. Thankfully though, this time they have included a password system and difficulty setting giving some small hope of solace. To be fair the game is an amazing show case of the SNES being gorgeous throughout (and the best Mode 7 sections on the machine) and the inclusion of the Jedi Force power-ups lifted from the NES makes a welcome debut here

Part One: Ok I am on a Tauntaun and loving it… but those enemies are ridiculously numerous… Thought this ice bucket was supposed to be a barren planet? OK watching vids on the web I now see a nifty secret to get more weaponry.. Jump down the pit on second screen. You will need all the help you can get as well… Holy mothering F, ***@!#?@! *** that's a big end of level boss!!!!

Part Two: More Hoth madness, man this game is TOUGH. And now I have to enter a darn cave and kill my poor little defenceless Tauntaun.. Mine was called Timmy.. Couldn't I have let him go free or something? These ice caves is a horrid level as well.. I am totally lost and the brutality of the game is making me cry. …Oooh sliding rock Weeeeeee ….

Part Three: Am I the only one getting sick of bloody snow? Still it all looks so gorgeous… If only it wasn't so hard to actually play… so you could enjoy the scenery a bit.

End of level boss is massive as well. Who'd have thought Imperial Probe Droid came in sizes that big.

Part Four: Right it's still more ice, but at least it's inside the Hoth base and I have a new Tauntaun (I shall call you Tommy).. After destroying more droids and then its off onto a cool jet bike section… Ok cool now I completed that its off to the Snowspeeder part of the game. I have been looking forward to that.

Part Five: Wow, this has got to be some of the most amazing Mode 7 I have ever seen. The section plays really well as well with you having to take out Imperial Probe Droids, AT-ST Walkers and finally AT-AT Walkers by using tow-ropes. Next it switches to a side shooter section and then when your Snowspeeder crashes you must actually fight your way up an AT-AT walkers leg.

Part Six: I knew AT-AT's were big.. But inside this is like the Tardis!! It is certainly a hell of a lot tougher to take one of these that it was with a piece of rope…. So sick of snow right now.. Still I at least get to play Han Solo now for a bit, as I go searching for the Millennium Falcon.

Part Seven: Aww..its a Bobble head AT-ST Walker… I want one ☺ … Then on to the Millenium Falcon for some Tie Fighter shooting…. Thankfully I am off the planet Hoth… No more ice levels… Now on Yoda's planet (Dagobah) & to take out the weird giant frog boss.

Part Eight: Man this is a big game.. Still at least it has passwords. Cloud City this time, and it is sooo pretty. Plus lots of cool bounty hunter enemies. The end of level boss is very impressive also. Finally you get to be Chewie in the scrap metal plant, to rescue the robots.

Part Nine: More boss battles and filler levels.. Still you get to take on Boba Fett's ship as one boss battles and then the man himself on another. Next you are treated to another jaw dropping Mode 7 section, this time it's in an X-Wing… I wish the whole game were these sections.

Part Ten: Cripes this is a really long game. Basically the last level is one big boss battle with Darth Vader. You will have to use every Jedi powerup in your arsenal and have Jedi cat like reflexes if you manage to beat him.

Congratulations you have completed the game… Now go off and have a little lie down.

STAR WARS

RETURN OF THE JEDI

Starring
MARK HAMILL • HARRISON FORD • CARRIE FISHER
BILLY DEE WILLIAMS • ANTHONY DANIELS as C-3PO
Co-starring DAVID PROWSE • KENNY BAKER • PETER MAYHEW • FRANK OZ
Directed by RICHARD MARQUAND Produced by HOWARD KAZANJIAN
Story by GEORGE LUCAS Screenplay by LAWRENCE KASDAN and GEORGE LUCAS
Executive Producer GEORGE LUCAS Music by JOHN WILLIAMS

PG PARENTAL GUIDANCE SUGGESTED

MAY BE TOO INTENSE FOR VERY YOUNG CHILDREN

DOLBY STEREO

ORIGINAL SOUNDTRACK ON RSO RECORDS AND TAPES

NOVELIZATION FROM BALLANTINE BOOKS

A Lucasfilm Ltd. Production — A Twentieth Century-Fox Release

Prints by Deluxe — TM* & © Lucasfilm Ltd. (LFL) 1983

20th Century Fox

STAR WARS : EPISODE VI
RETURN OF THE JEDI

"Luke Skywalker has returned to his home planet of Tatooine in an attempt to rescue his friend Han Solo from the clutches of the vile gangster Jabba the Hutt. Little does Luke know that the GALACTIC EMPIRE has secretly begun construction on a new armored space station even more powerful than the first dreaded Death Star.

When completed, this ultimate weapon will spell certain doom for the small band of rebels struggling to restore freedom to the galaxy..."

About The Film

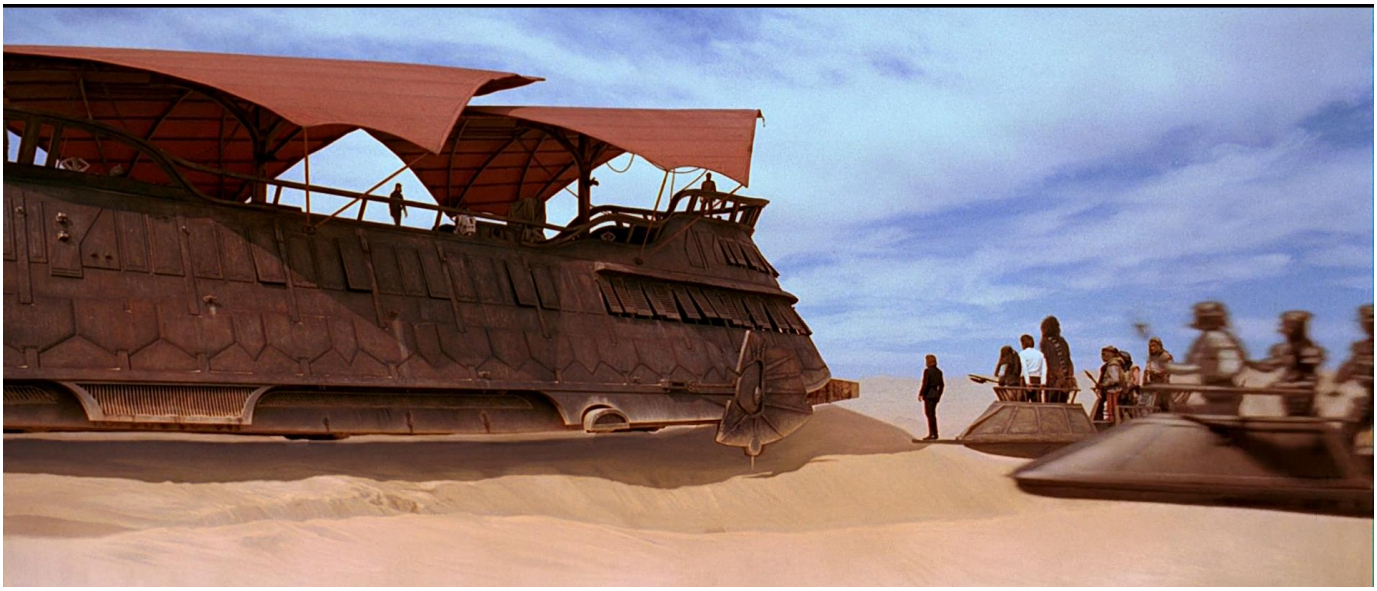
Empire Strikes Back had been a massive hit and thanks to its unresolved cliff hanger ending, people were clambering for the concluding act.

This time George Lucas had financial independence, as he set about writing the final act. Still Lucas wanted to make sure they would reduce the overspending of the last film by creating a strict schedule to be adhered to. Another thing they had found with Empire Strikes Back, was that when the word Star Wars was mentioned they found that studio lots and costs seemed to double. So for this film they called it simply Blue Harvest : Horror Beyond Imagination. This not only kept the prices down, but also kept the press and fans in the dark, whilst they did pre production and initial shooting.

Work began on the script and again with Lawrence Kasdan back again. But as to the director and cast things were more problematic. You see Lucas had quit the Directors Guild of America (DGA) over being heavily fined for putting the Director credits at the end of Empire Strikes Back. This leaving the DGA closed off a lot of Directors from him, like Spielberg who was Lucas's first choice. David Lynch was offered the gig, but he turned it down to do Dune instead. George Lucas in the end settled on Welsh director Richard Marquand.

This was a brave choice, with Richard being pretty much unknown and best known for BBC TV work and a Beatles documentary at that point.

Then it was the question whether or not to bring back Han Solo? His contract was up at the end of the last film. Kasden and the team felt that he should be killed off and not brought back, but George disagreed and did all he could to bring him back for the last film.



SUMMER DOUBLE ISSUE
ISSUE NO. 400/401 • JULY 21ST/AUGUST 4TH, 1983 • $2.50 U.K. £1
RollingStone
Midnight on the Palm Beach Express
BY DR. HUNTER S. THOMPSON
STAR WARS GOES ON VACATION
George Lucas: The Rolling Stone Interview

One of the core aspects of the film that Lucas wanted was to have a primitive race of creatures who played a huge part in the fall of the mighty Empire. Originally they were going to be Wookies but Lucas wanted a less battle hardened race and so created a different race. Initial designs started out much more human like, but with each new design they realised they were going down the teddy bear cute route, and decided to go with it.

Filming began on the 11th January 1982 and it was again an ambitious and complex shoot with George Lucas being far more hands on with this film. Richard Marquand the Director said of the film that

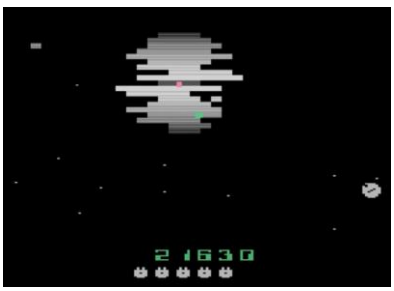
"it was rather like directing King Lear, with Shakespeare in the other room."

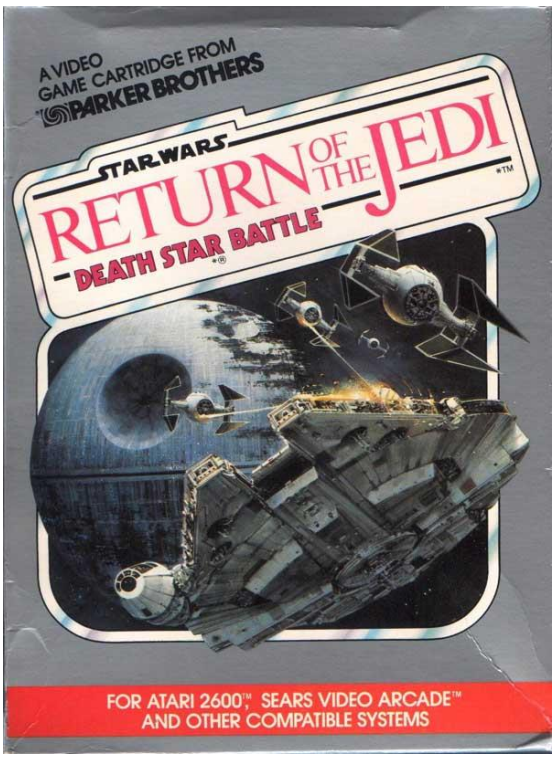
A teaser trailer gave the name Revenge of the Jedi, but Lucas changed it last minute saying that the word Revenge was not in keeping with Jedi ideals.

The film came out on the 25th May 1983 with mostly critical acclaim, concluding the story arc nicely and grossing $572 million.

Star Wars: Return of the Jedi – Death Star Battle (1983) [Atari 2600, Atari 8-bits, Atari 5200, ZX Spectrum Intellivision]

Parker Brothers second game released, is a massive disappointment. The games first section has you squished all within only the bottom half of the screen and shooting enemy ships whilst the whole top half shows the Death Star shield and the unfinished Death Star above. Now and again a hole will open up in the shield and its off to the next section and you get another area with the Death Star, of which you must shoot your way through the centre and avoid it's death ray. That's it, one admittedly impressive explosion later and it's repeating the first round again.





Star Wars: Return of the Jedi (1984) [Arcade, Various]

After the success of the first Star Wars game for Atari, you would think their second game would also follow the cool vector graphics again. Sadly though they instead decided to do a sprite, Zaxxon inspired shooter instead. Consequently the game is seen quite rightly as the worst of the three Atari Star Wars arcade games.

It's a real shame that the controls are so twitchy and the emphasis on obstacle dodging is not conducive to the isometric viewpoint.

Still for those who love Star Wars there is a bit of short lived fun to have here.

1: Menu Starting the game you get to choose which level. Easy, medium & hard level.

2: Intro Watch as your ship escapes down to the planet Endor.

3: Speeder Bike the first wave has you are on a speeder bike, dodge the scout troopers & use the Ewok traps.

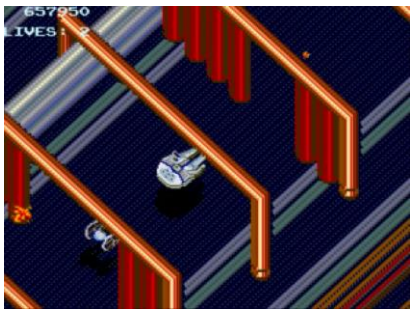
4: Ewok Village Make it to the end & C3PO tells you that you are now considered part of the Ewok tribe.

5: AT-ST Only shows on medium and hard. This has you play Chewie in control of the walker. Blast everything.

6: Millennium Falcon The AT-ST level switches weirdly at certain points & so suddenly you are in space shooting enemy Tie-Fighters.

7: Generator Take Chewie to the end and you will see Han Solo blow up the Death Star shield generator.

7: Death Star Final Run Now you're back with Millennium Falcon & so do the final attack to enter the Death Star.



8: Entering the Death Star Just like the movies you fly into the Death Star to destroy the power regulator.

8: Death Shot Reach the end & shoot the regulator to destroy the whole Death Star.

9: Escape The Death star is exploding from your one shot. Now you have to fly out and escape.

10: The End Now its just watch the Death Star explode and then repeat it all again.

BEST WAYS TO PLAY THE STAR WARS ARCADE GAME TODAY (OUTSIDE AN ACTUAL ARCADE MACHINE OF COURSE…)

M.A.M.E. (Multiple Arcade Machine Emulator)

MAME as you expect runs it arcade perfect. Works really well on joystick as well.

Hidden Game on Star Wars : Rogue Squadron III - Rebel Strike on the GameCube game.

This has to go down as one the best hidden extras of all time in a game. Because on Rebel Strike you can unlock all the Atari arcade games including the Return of the Jedi game.

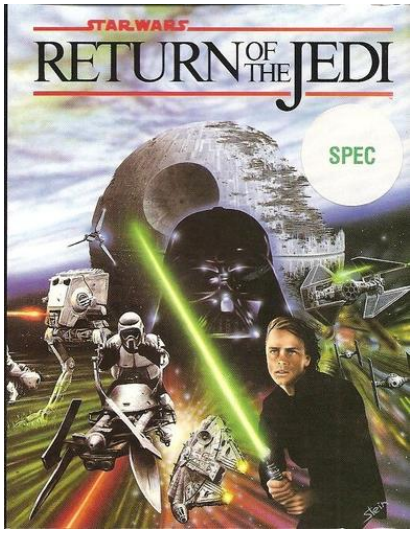
The game plays perfectly as well, and having the GameCube controller to play the game makes this a great version to play. To unlock, in the games menu go to Options > Passcodes and the enter **!?ATH!RD** (exclamation mark not I). If done correctly R2D2 will beep at you. Then enter the passcode **GAME?YES**. Then in Options, go to Special Features > Arcades. Enjoy ☺

PORT WARS

WHICH WAS THE BEST HOME PORT OF THE GAME?

Spectrum (1988)

The Spectrum doesn't do a bad conversion really. It's just a shame that the arcade game isn't that great in the first place. Your Sinclair gave it 7/10 and said ***"Graphically the game is quite neat. The scrolling is fast and smooth, and the sprites are nicely animated. The control response is very good too. In fact it's all quite addictive - for a while - but the only real problem is substance, or rather lack of it."***



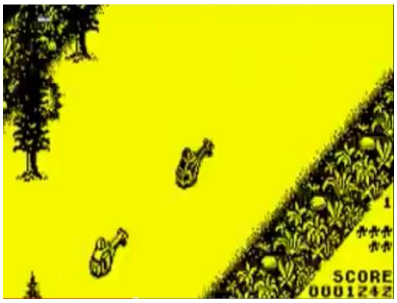
C64 (1988)

Oh dear, the C64 Star Wars games were all pretty dire weren't they! In this version I found the controls a lot worse and it not as much fun to play as the other ports. Zzap! Gave the game only 61% and noted the loose controls and disappointing graphics with the game.

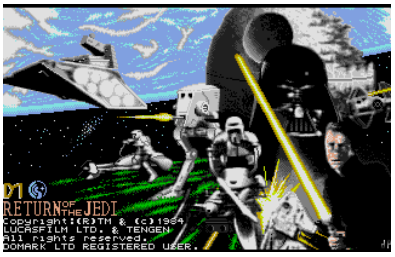
Amstrad (1988)

I enjoyed this version. The colours are nice and bright and it all plays very much like the Spectrum version. The ACE magazine gave it 816 out of 1000 and said ***"Colourful, fast graphics and adequate sound effects. The control is a bit iffy at times (as is the collision detection) but it's still a great conversion."***

BBC Micro (1988)



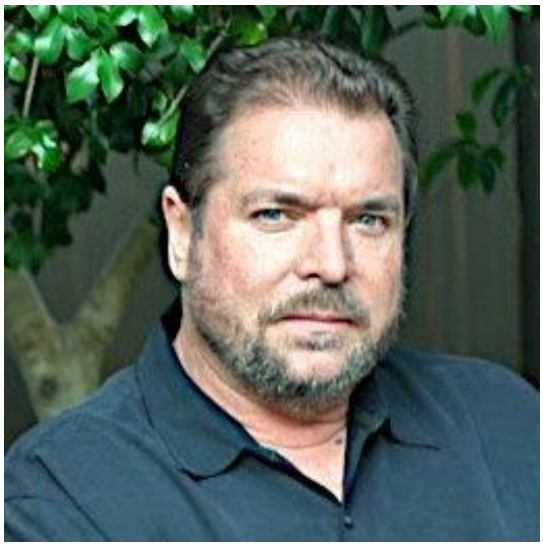
For the BBC Micro this is a pretty solid effort. Despite the lack of graphical detail, I found it a lot faster than the other 8-bit ports and so more fun to play.



Amiga / Atari ST (1988)

This is a cracking home port of the arcade, being really faithful. One magazine gave it 66%, however noting how close it is to the arcade, but highlighting how bad the arcade game is really. They also said there was no real differences between the Atari ST and Amiga, other than the Amiga had more sound samples and slightly better music.

Dennis Harper



Another gaming veteran. Dennis would work on the Return of the Jedi arcade game for Atari, being his only Star Wars game. He then would also get to work and produce some classic Atari games such as Paperboy, Toobin', Road Riot, Hydra and Primal Rage.

He most recently worked on the 2006 The Godfather game. To see his full career then please check out his Linkdin page.

[Dennis Harper's Linkdin page]

Return of the Jedi (1984) was one of the first games Dennis worked on.

He also helped on the Atari hit Paperboy (1984)

Hydra (1990), This fun Atari boat racer was another Dennis game he worked on.

Toobin (1988) was another sure-fire hit for Dennis and Atari.

Road Riot (1991), another Atari arcade game Dennis was involved with.

Primal Rage (1994), A fun dino brawler was also made by Dennis.

Susan McBride

Susan did the graphics for Return of the Jedi. She also has done graphics for such important Atari classics, such as Gauntlet 1+2, Road Runner, Indiana Jones and the Temple of Doom…to name just a few.

Her [Google+ link is here,]

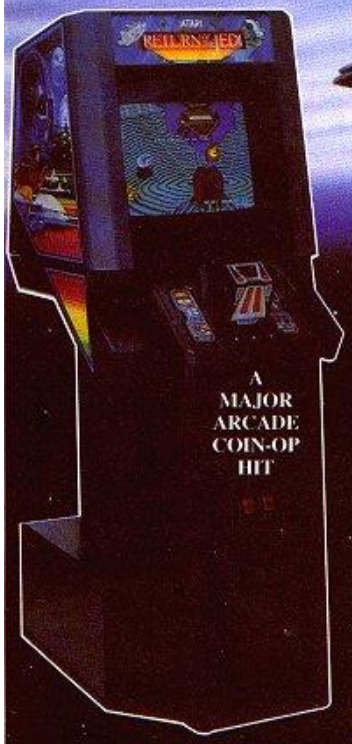
STAR WARS

RETURN OF THE JEDI

™

The third fabulous game of the Star Wars trilogy !

A stunning direct conversion of the coin-op which follows the thrilling action of the movie.
Three great levels of gameplay. . .
In the first level you are Princess Leia on her Speederbiker rushing through the forest of Endor.
Level Two sees you controlling Chewbacca's Scout Walker.
On level Three you are Chewbacca and Lando flying the Millennium Falcon.
Fight off T.I.E. Fighters, survive the lethal tube,
blast the reactor and turnaround from
the exploding Death Star.



	Cassette	Disk
Spectrum	£9.95	£14.95
Commodore	£9.95	£12.95
Amstrad	£9.95	£14.95
Amiga		£19.95
Atari ST		£19.95

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May the Force be with you – Always

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Now you can play the movie...

STAR WARS

RETURN OF THE JEDI

All the flat-out action from the blockbuster movie returns in this hot new coin video experience from Atari.

The FORCE* is with you once again... You're LUKE SKYWALKER* rocketing toward the EWOK VILLAGE* on ENDOR*; CHEWBACCA* manuevering a SCOUT WALKER* toward the control bunker; and LANDO CALRISSIAN* in the MILLENNIUM FALCON* battling to destroy the Imperial DEATH STAR*.

Fantastic 3-D animation, music, sound and voice effects from the movie, plus eight levels of increasing difficulty and a new "Split-Wave" feature that switches the action between ENDOR* and space add up to nonstop challenge. Lead the REBELS* to final victory! Blast the DEATH STAR* (if you can). You are the only hope for the ALLIANCE*.

ATARI®

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A Warner Communications Company

Star Wars Arcade (1993) [Arcade, 32X]

Sega the new kings of the arcade, decided in 1993 to release a spiritual successor to the Atari coin-op classic. Sadly I have only been able to watch this game on videos I have watched. But the arcade looks simply amazing. There doesn't seem to be an emulator for it around that runs this either. A quick look on the KLOV rarity guide and I stand little chance of playing a real one either, with them rating it 3 out of 100 (where 1 is rarest).

Thankfully the Sega home port on the 32X is a cracking version of the game and you get a really good sense of what it would be like to play the actual game.

The home port was released in 1994 for Sega's ill-fated add on for the Sega Mega Drive and is one of the systems best games.

Arcade version is gorgeous. Sadly it rare to see today & not emulated. Thankfully there is the 32X home port shown here.

In the game you get to choose to either play the original arcade game or the enhanced 32X version with extra long levels and challenge.

The game is set in Return of the Jedi film, with Admiral Ackbar giving you the mission details and you actually flying into the Death Star to destroy it.

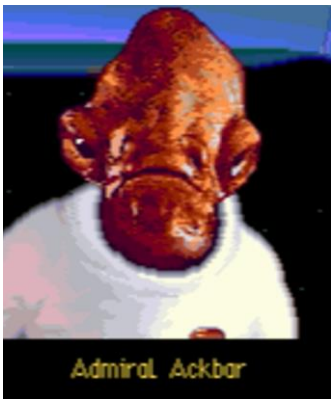
You also get to choose between piloting an X-Wing or Y-Wing and have one player as pilot and the other as gunner, how cool is that.

In essence if you are a fan of Atari arcade original then you will love this. Even if it doesn't bring much new to the party, it is a welcome addition to enjoy.

Mean Machines gave the game 90% and said ***"A stunning debut for the 32X, with a great feel and atmosphere. A whopper with extra relish for those who like their action-to-go."***

GamePro in the US were more critical giving 6 out of 10 however and said. ***"a few sessions with Star Wars Arcade is like a Carbon Freeze. Lose the Force, Luke!***

For me this is great fun, if short lived classic.



SEGA

MEGA DRIVE 32X

STAR WARS

ARCADE

The Force is with you as you pursue Darth Vader through 8 levels of staggering space warfare. Track the X-wing alone or draft a gunner for devastating 2 player power. With 2 flight views, astounding 3-D graphics and digitized sound.

Verfolgen Sie Darth Vader durch acht Level voller atemberaubender Weltraum-Action. Steuern Sie Ihren X-wing-Jäger allein, oder erleben Sie zusammen mit einem Freund als Kanonier die unglaubliche Herausforderung für zwei Spieler! Möge die Macht mit Ihnen sein... Zwei Flugperspektiven, fantastische 3D-Grafik und digitalisierter Sound.

Que la Force soit avec vous ! Poursuivez Darth Vader dans les 8 niveaux de cette bataille spatiale haletante ! Traquez les "X-wing", seul ou avec l'aide d'un ami qui se chargera du tir. 2 vues différentes sélectionnables à tout instant, graphismes fabuleux en 3D et musiques et sons superbes.

La fuerza te acompañará mientras persigues a Darth Vader a través de ocho niveles de guerra espacial. Pilota el X-wing solo o acompañado de un artillero. Dos vistas de vuelo diferentes, increíbles gráficos 3-D y sonido digitalizado.

Che la forza sia con te mentre dai caccia a Darth Vader attraverso 8 livelli di sconvolgenti battaglie spaziali. Mettiti alla guida di un X-wing, oppure arruola un cannoniere per devastanti partite a 2 giocatori. Con visione del gioco da 2 diverse prospettive, stupefacente grafica tridimensionale ed effetti sonori digitalizzati.

The Force is with you när du förföljer Darth Vader genom 8 nivåer med häpnadsväckande rymdfighter. Styr X-wing ensam eller värva en artillerist för förödande 2-spelarstyrka. Med 2 olika flyg-synfält, enorm 3-D grafik och digitaliserat ljud.

De Kracht is in jou wanneer je gedurende 8 stadia doorheen de ruimtegevechten Dark Father achtervolgd. Gebruik 2 verschillende wapens, de X-wing en de Gunner. Als je met twee speelt dan dan heb je des te meer kracht ! Met fantastische 3D grafismen en gedigitaliseerde muziek kan dit spel niet meer stuk !

1 OR 2 PLAYERS

6

LUCAS Arts

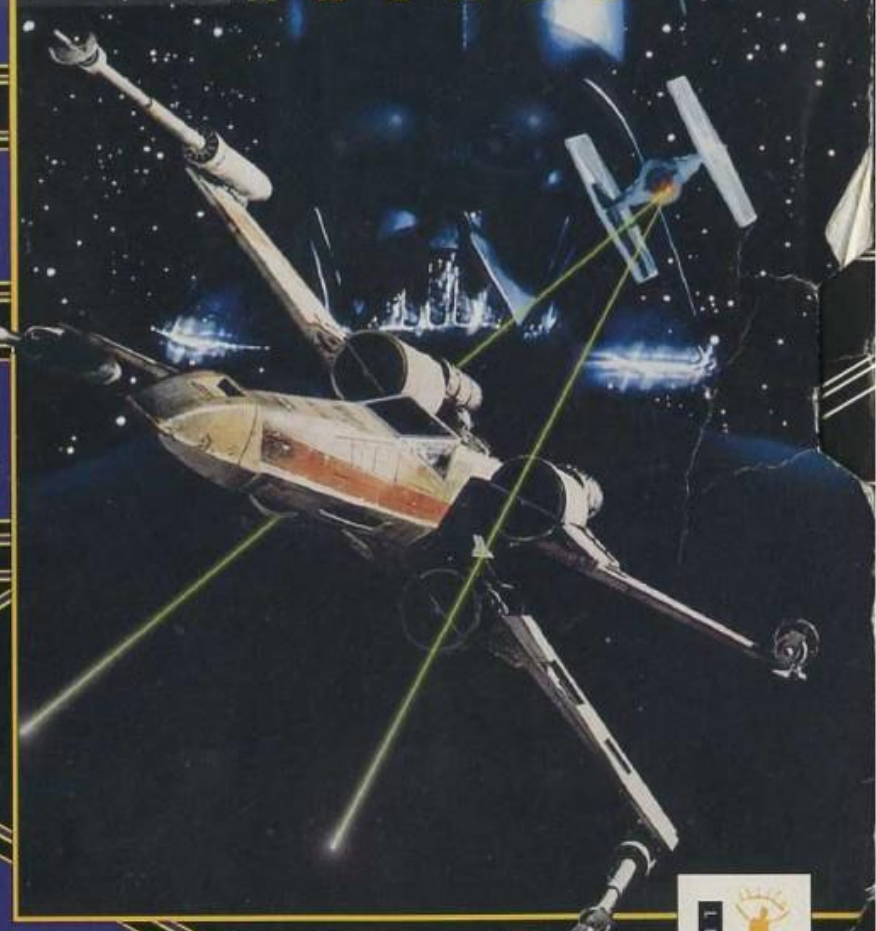
MEGA DRIVE 32X

ORIGINAL SEGA SOFTWARE

SEGA

STAR WARS

ARCADE



LUCAS Arts

Super Return of the Jedi (1994)

[SNES, Game Boy, Game Gear]

The last in the Super Star Wars trilogy is definitely the prettiest, but many consider it to be the weakest of the three. Still I had a lot of fun with it and you get to play Leia in a gold bikini and Wicket the Ewok.. So I was happy. Also Luke has learned to block with his lightsaber finally.

Electronic Gaming monthly magazine said…

"The latest instalment in the Star Wars saga is more like Jedi in that you can't just run through the levels: You will definitely have to take your time and carefully move through the levels. Excellent graphics and nice Mode 7."

Part One: The game starts off with a nice intro cut scene, followed by a pretty decent speeder section. Then it's playing as Leia and off to Jabbas palace. Battle your way through all that and you get to the end of level boss, which is a psychotic version of that robotic eye that answers the door to the droids in the film.

Part Two: So now you play Chewie who has decided to go on a psycho rampage through Jabba's palace.. Beautiful looking level.. Then you fight a weird magician like alien.. Next level you finally get to play Luke who must massacre his way through Jabba's dungeons and fight a big snarly dog thingy.

Part Three: Now its Han Solo's turn, who has to blast his way out of jail..This is a long sprawling level and quite dull really.. Still the end of level boss is a Rancor monster… Next it's Chewie (yay ☺) and taking on all the sand barges and a big end of level boss.

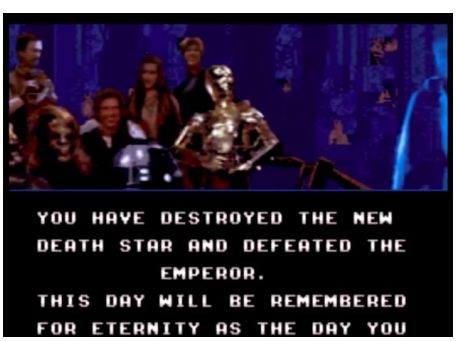
Part Four: You get to play Leia in a gold bikini and a chain whip ☺... Pure genius, why didn't they do the whole game of just this? ☺ End of level boss, of a frog spewing Jabba is pretty cool also. Next you find yourself on a speeder bike, in a surprisingly ugly Mode 7 level…Ok my gaming world is complete.. I get to play a kick ass Ewok how cool is that? ☺ Gaming need more Ewoks & Gold Bikinis I feel.

Part Five: I am still an Ewok, and the end of level boss is a weird jet bike alien, and a steady stream of Scout Troopers. More Wicket action.. Wow he is such a bad ass, and armed only with a bow and arrow as well (Rambo has nothing on this little guy!!)... Then its Endor at night and Luke again (boo! we want more Ewoks).

Part Six: More Luke & next you find yourself in a Millennium Falcon where you must rotate the gun turret to look all around and blast Tie-Fighters. It does look quite ugly in this section, but I did still enjoy it. Then its off with Leia to take down the shield.

Part Seven: Luke's on the Death Star 2.0 now and more Storm Trooper killing. Then back on to the Falcon for some good Mode 7 fun, followed by Luke and killing Imperial guards now.

Part Eight: Luke has not one boss fight but two here (and boy are they tough). First is Darth Vader in the final show down with him. Then its straight on to take on the magic wielding Emperor himself. Survive all of that and you go back into a weird Death Star flight section, that comes across more like a psychedelic show. Still that's it you have completed the game.



For the portable versions, both were done by Black Pearl and are mightily impressive. The Game Boy version is a very polished little game, which is good fun, despite the brutal difficulty. Game Pro in the US gave it 8/10 and said…

"Although slightly flawed, this is still one of the year's most fun and challenging handheld games. May Super Return of the Jedi be with you this holiday."

The Game Gear version is phenomenal and in many ways I actually prefer this over the SNES original. How Black Pearl squeezed so much of it in to the portable game I will never know. Game Pro gave the game 10/10 and said…

"It's up to you to save the galaxy from Darth Vader and the Emperor and it won't be easy. But Game Gear owners everywhere will love trying. Are you up to the challenge? If so, the Force is with you, young Jedi."

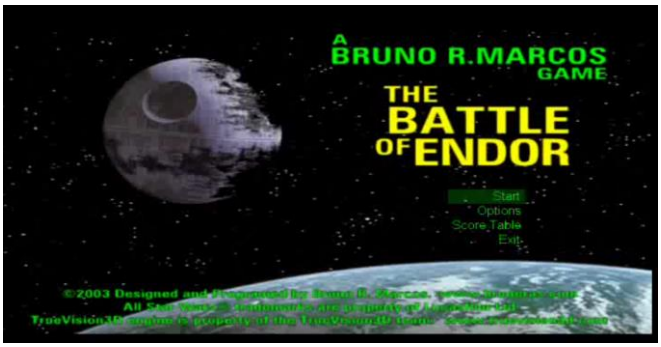
Star Wars: The Battle of Endor (2003)

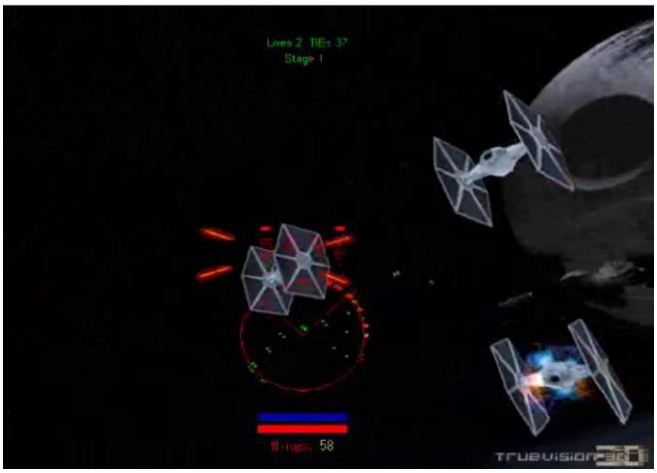
[Windows]

A fan made totally unofficial shooter where it recreates the final battle in Return of the Jedi.

The indie game is very impressive and there is I believe an Occulus VR version out there which I can imagine is amazing.

http://gamejolt.com/games/star-wars-the-battle-of-endor/11370





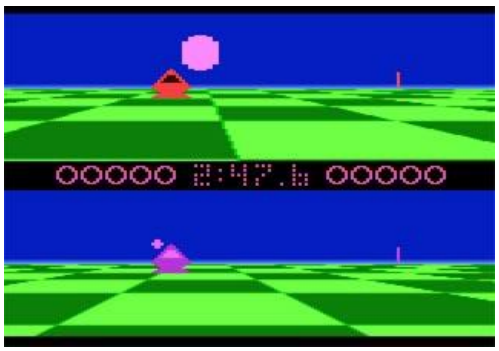
Some of the Companies Behind The Games...

LucasFilm & Lucas Arts

In 1982 LucasFilm games was set up in the Skywalker ranch in Lucas Valley road in Marin County, California. They came on to the scene, a company owned by George Lucas with a remit to produce extraordinary games.

Frustratingly (or thankfully) the team couldn't do a Star Wars games yet, as the license was with external companies. So the first game they released was called Ballblazer which was like a 3D soccer game firing a floating sphere between two goal posts. Originally on the Atari 800 the game sold poorly due to an unprotected beta leaked called its working title Ballblaster from the marketing department. This resulted in most people playing the pirated and why most remember the game as its beta name and not the released title.

Further great titles would continue, with Rescue On Fractulus! Also released in 1984. The game had you exploring mountainous environments to rescue crashed pilots and hoping all the while you wouldn't encounter any Aliens. Games and success would continue to be released but it wasn't until employee Ron Gilbert started work on a new adventure game called Maniac Mansion released in 1987 did LucasFilms popularity really explode. Using the Script Creation Utility for Maniac Mansion, it made adventure games relatively easy for the team to create, and combined with Ron Gilberts great sense of humour and no dying for the player, allowed the player to be more willing to explore and enjoy the game.



Ballblazer (1984)

After this success LucasFilm would have an explosion of more adventure games using the SCUMM tool reaching its pinnacle with the Secret of Monkey Island games.

Rescue on Fractulus! (1984)

In 1991 They were renamed as Lucas Arts and now finally had the rights to make Star Wars games. This resulted in them publishing the popular JVC and Super Star Wars series.

Many games would be released, but as adventure games waned in popularity the companies reliance was ever more placed on Star Wars games and varying success.

Then in November 2012 reports came in that George Lucas had sold all rights to Disney (including Lucas Arts) for $4.05 Billion dollars. From that point the writing was on the wall.

On 3rd of April 2013 Lucas Arts finally shut their doors.

Want some food? Come here dearie!
Walk to
Push Open Walk to Unlock Turn on
Pull Close Pick up New kid Turn off
Give Read What is Use Fix
key

< Maniac Mansion (1987)

Sam and Max : Hit The Road (1993) >

Factor 5 Developer

Founded in Cologne Germany by five former Rainbow Arts employees. They would first start work writing an R-Type clone called Katakis which they released in 1988. Activision who owned the porting rights to R-Type threatened to sue the team, unless they did the port for the R-Type game on the Amiga, as they were struggling to get a version written. For the Factor 5 team it was a dream come true.

R-Type on the Amiga was another great hit for the team, but it was their next ports that really would make them a household name. Manfred Trenz was working on a C64 shooter called Turrican, but he needed a team to do the 16 bit versions, naturally Factor 5 were perfectly placed to do the work. Brilliantly programmed and with the memorable Chris Huelseck music the game would go down in history of one of the best games on the Amiga.

Turrican 2 : The Final Fight, released in 1991 would soon follow, as would Turrican 3 or Mega Turrican (1993) and Super Turrican (1993) and Super Turrican 2 (1995).

Still as the 16bit and 2D sprite world began to be replaced one wondered if Factor 5 could make the leap to 3D or not?

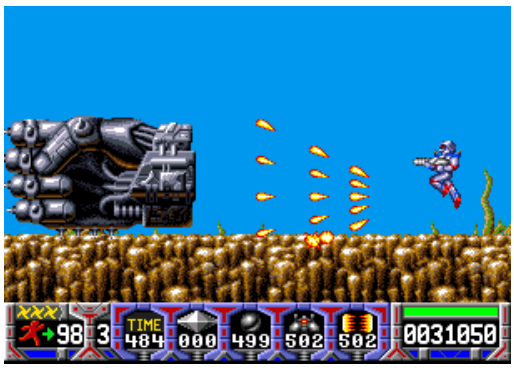
In 1997 the team moved across to America and started work on a new Star Wars game that would wow people. Called Rogue Squadron and released it in 1999. The game was a big hit and this would continue for each subsequent release in the series.

Sadly after some cancelled games and the lukewarm reviews to the lengthily developed PS3 launch game called Lair, the developers who struggle to keep open and so finally shut their doors in 2011.

IGN's interview with Factor 5 founder Eggebrecht is great to know more about the company.

Katakis (1988)

R-Type (1988)



Turrican (1990)

< Lair (2007)

Λ Turrican 2 (1991)

Sculptured Software

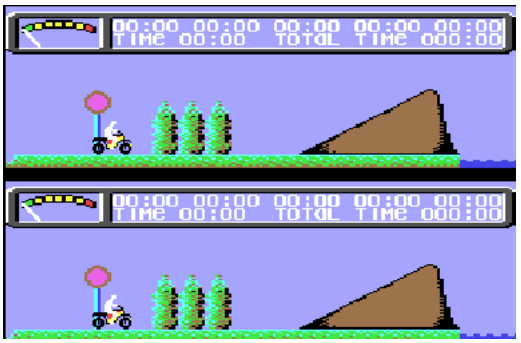
Founded in 1984 in Salt Lake City, Utah in the US. The company quickly gained a name for itself as the go to place for producing ports of games for particularly the Atari 8-bit family of computers. They did a lot of work in-particular for Mastertronic and doing the Atari ports of games like Kikstart. They next moved on to the Amiga, doing titles such as Jack Nicklaus' Greatest 18 Holes of Major Championship Golf.

In 1991 they moved across to consoles, particularly the NES and continued with great ports such as Eliminator Duel. In 1992 however their relationship with Lucas Arts began to grow and they were tasked with creating a Star Wars game series on the Super Nintendo, of which they are so synonymous with.

They would continue to do conversions, with such titles as the three Mortal Kombat games on the SNES and WWF: The Arcade game to name but a few.

In 1995 Acclaim would buy Sculptured Software and so they became Acclaim Studios Austin, producing the mightily impressive Doom port on the SNES and further games such as NHL Breakaway and WWF In your House games.

Sadly in 2002 Acclaim shut their doors and Sculptured Software and Acclaim Austin were no more.



Kikstart (Mastertronic)

Mortal Kombat (SNES)

WWF in Your House (1996)

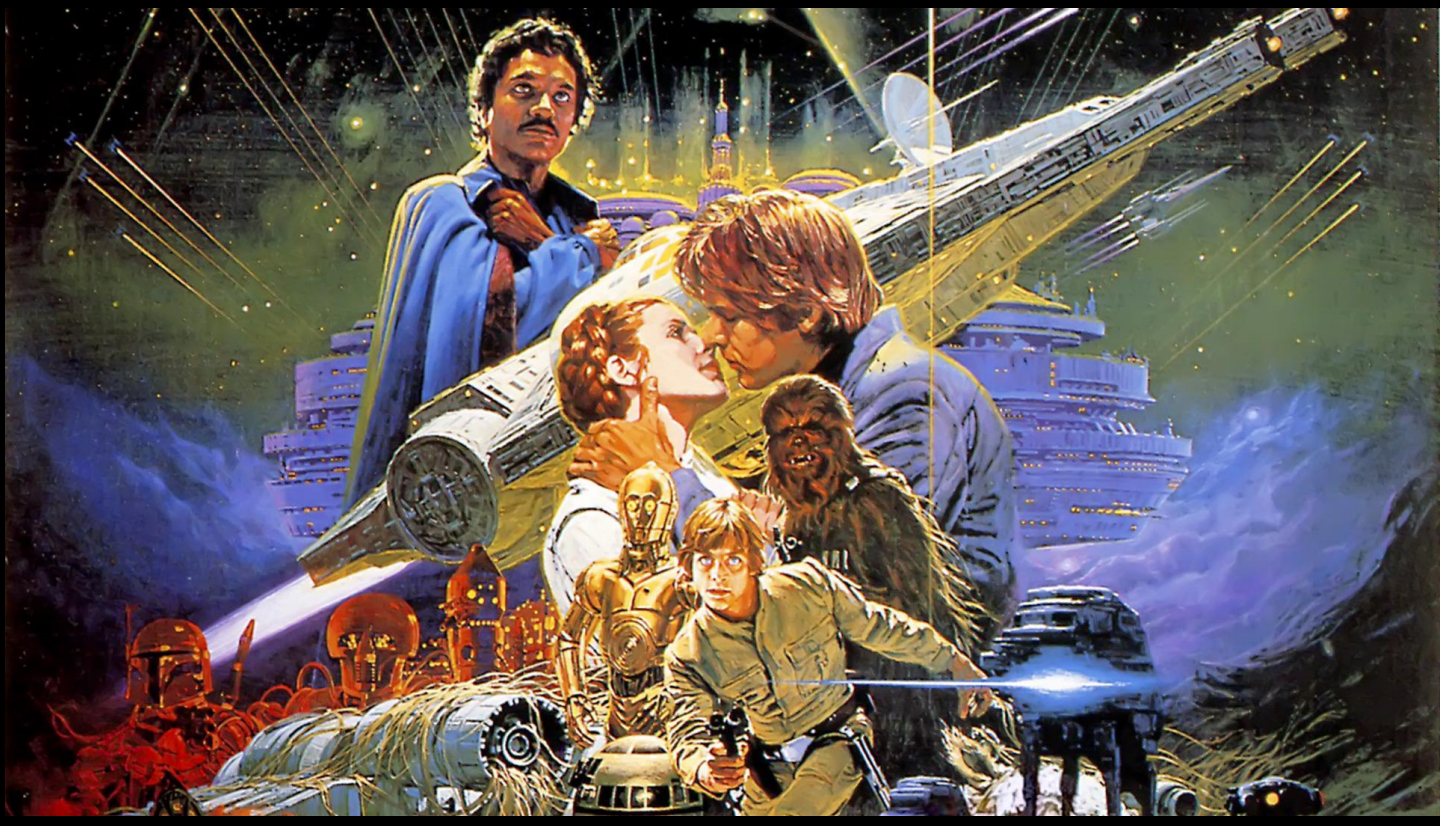
Totally Games

Originally part of Lucasfilm development house, they became known for creating World War Two flight sim games for them. With such games as Battlehawks 1942 released in 1988, Their Finest Hour: Battle of Britain out in 1989 and Secret Weapons of the Luftwaffe in 1991.

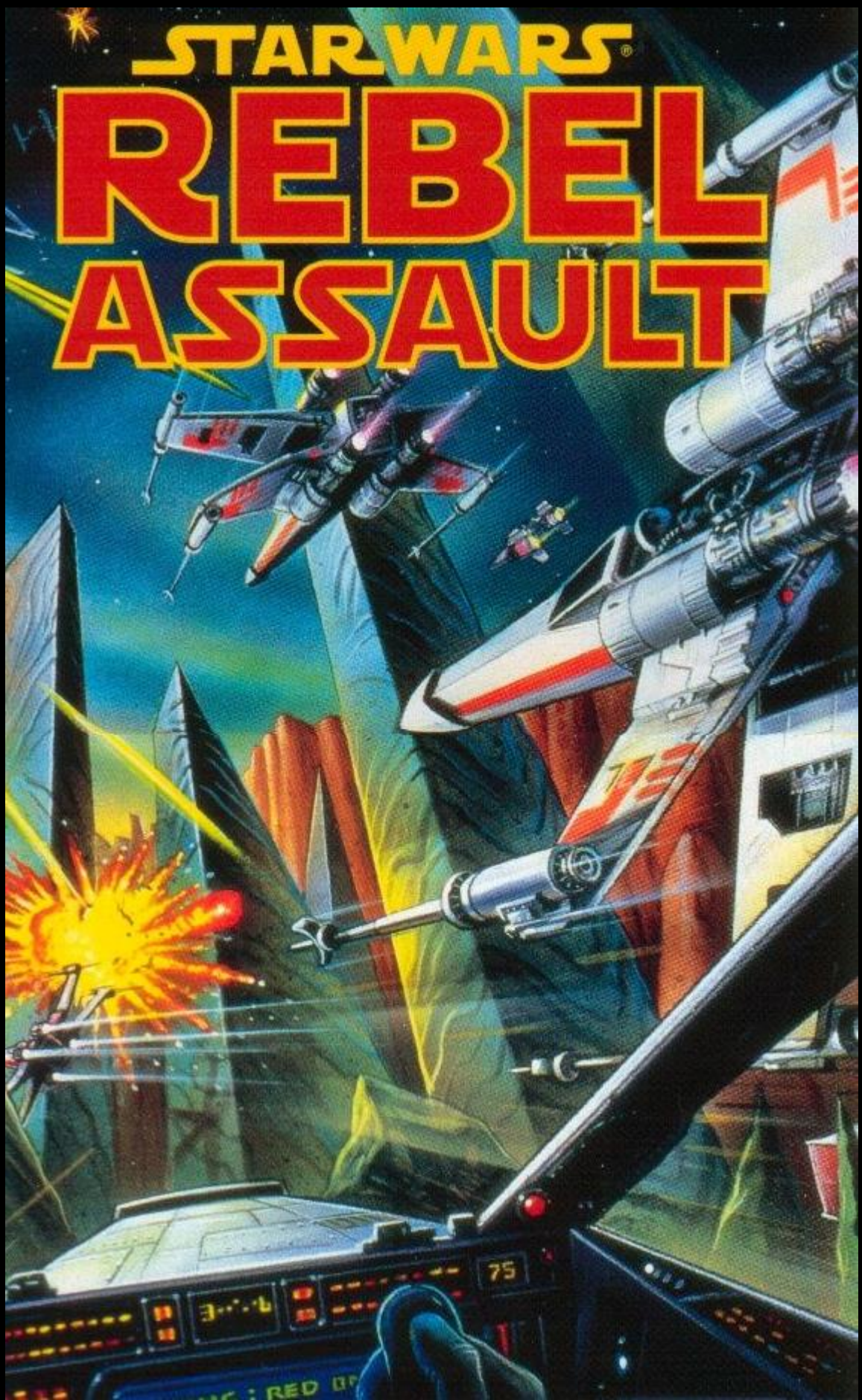
In 1993 they renamed themselves briefly Peregrine Software and then Totally Games and released the brilliant Star Wars: X-Wing, Tie-Fighter and the many sequels. After the interest in the Star Wars flight simulators had waned, in 2002 they moved across to Star Trek: and the well received Bridge Commander game. Another notable title they released was Secret Weapons Over Normandy in 2003. Sadly after that their games were lacklustre, with only the average Alien Syndrome Wii game, released in 2007. They were officially declared closed in 2015 this year.

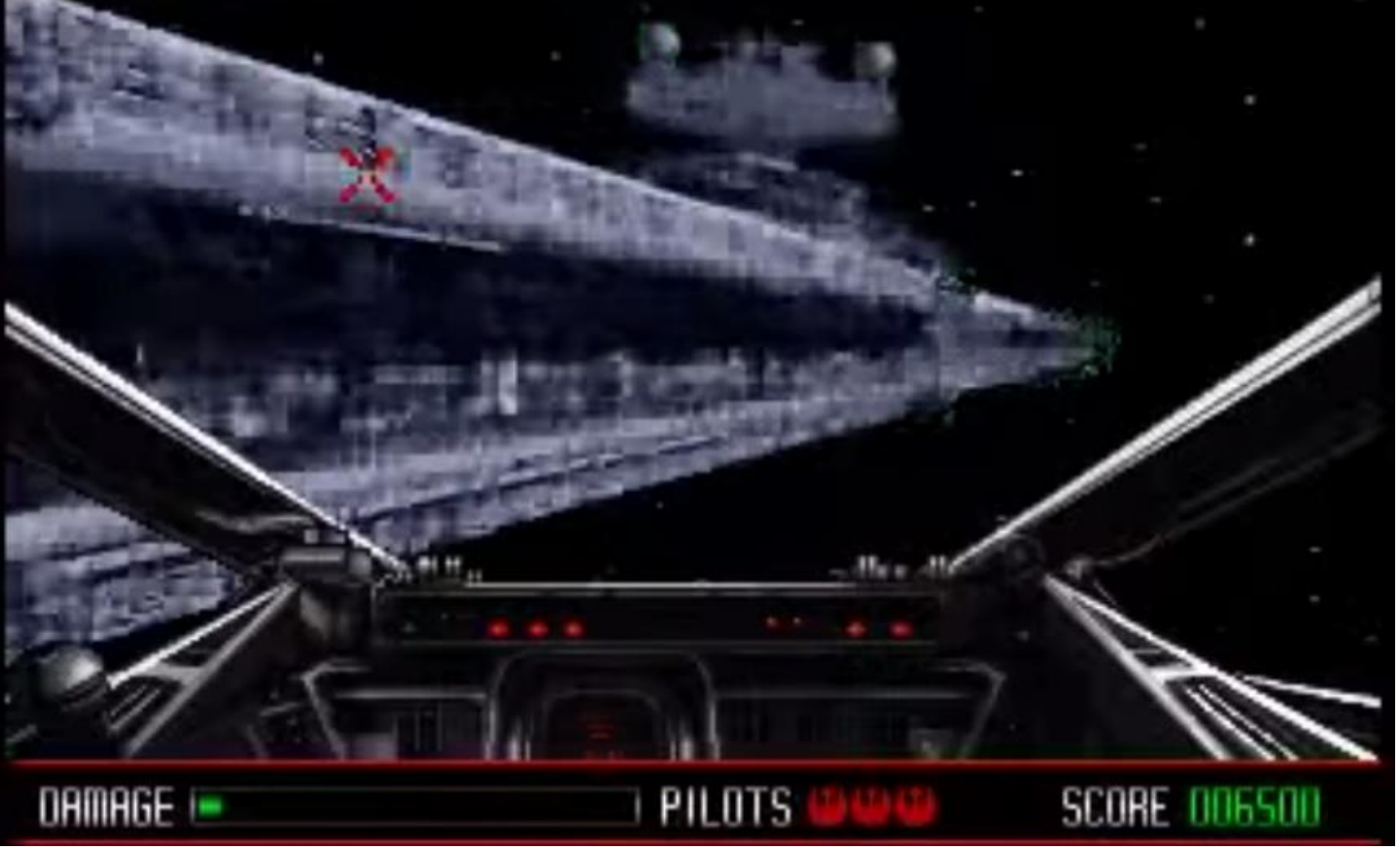
Battlehawks 1942 (1988)

Game Series Based On The Original Trilogy...



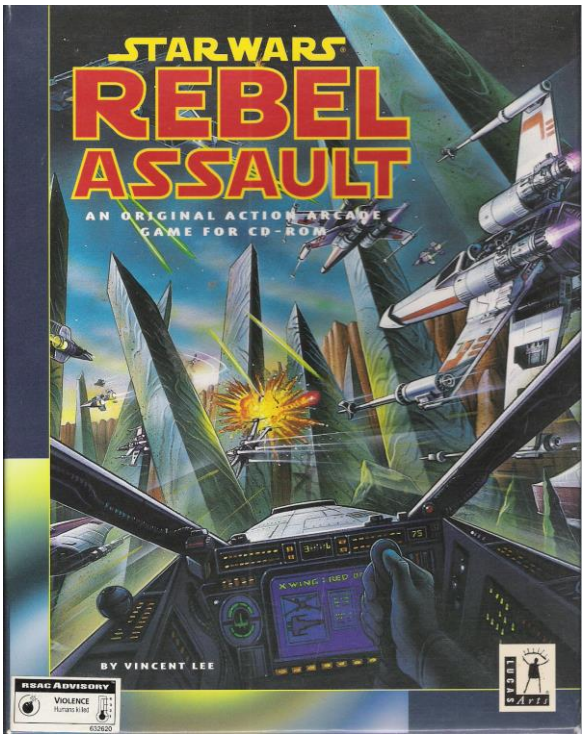
Rebel Assault Series...





Star Wars: Rebel Assault (1993)

[DOS, Mac, Sega CD, 3DO]



Impressive for it's day, being one of the first games to extensively use Full Motion Video within it. The game is set in A New Hope and has you play Rookie One who is very similar to Luke in that he grew up on a farm on Tatooine and is trained by the Rebel Alliance to pilot crafts.

All in all it is worth playing for the spectacle although the gameplay itself isn't the greatest. Edge gave the game 5/10 and said*… "**doubtless, some people will be wildly seduced with the movie-style pyrotechnics, and avid Star Wars fans will probably be sold before the intro gets halfway through. However, if it boils down to a toss-up between gameplay and graphics, it's likely the decision will have already been made".***

GOG has both games available to buy.

Star Wars: Rebel Assault II: The Hidden Empire (1995)

[DOS, PlayStation, Mac]

For the sequel Lucas Arts really went to town filming new footage to continue the story of Rookie One. This time all the cut scenes are actual actors and there is also a nice variety to the levels.

Sadly though, like the first game it suffers from poor gameplay and by 1995 the novelty of CD and Full Motion Video games was beginning to wear off a bit.

Electronic Gaming Monthly gave it 55% and said**..**

"RA2, like its prequel, packs one heck of a cool movie. Unfortunately, as a game, it ain't all that great. The game sequences that are plunked between the super-sharp FMV cinemas all involve either shooting or flying, but non control very well. In the flying levels, your ship slides around a lot, and you have to constantly tinker with the joypad to fly in a straight line. The shooting levels aren't so bad, and you can even use a light-gun to make aiming a little easier. The entire game is a bit easy, too."

GOG has both game available to buy.

"★★★★ The mixture of video and computerized 3D animation is unparalleled...in all, another *Star Wars* triumph."
– USA TODAY

"...STUNNING..the finest game I've ever played."
– Multimedia World

"...this sequel goes galaxies beyond the original..."
– Entertainment Weekly

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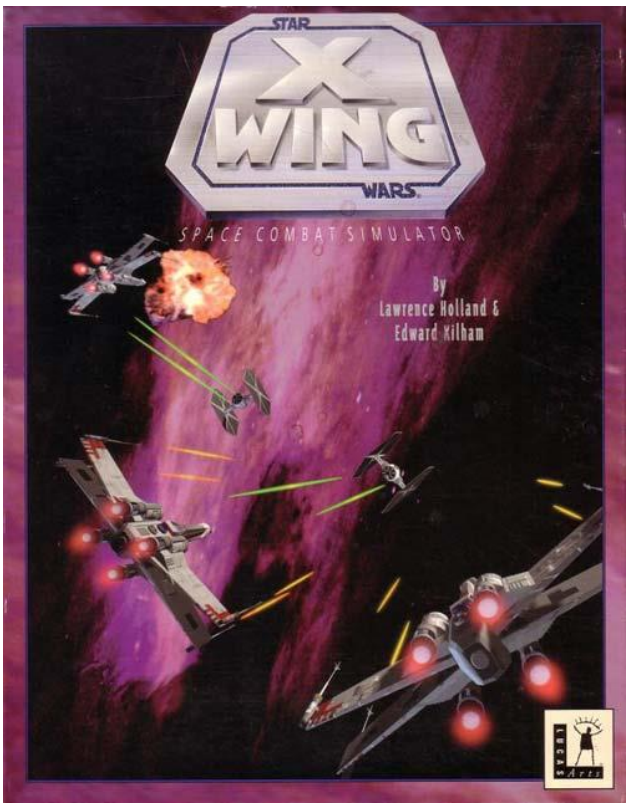
X-Wing & Tie Fighter Series...

X-Wing (1993)

[PC DOS, Mac]



Fresh from doing the flight simulator Secret Weapons of the Luftwaffe, the team Totally Games set to work on doing a flight sim set in the Star Wars Universe. You are an X-Wing pilot in the battles leading up to and during the Death Star battle of Yavin in of A New Hope.

Computer Gaming World gave it 80% and said

"Use the Force! A superb rendition of the StarWars universe, albeit victory conditions in the scenarios arc a hit too structured and rigid. Newer technology than Wing Commander II means you get digitized speech without the purchase of an additional speech pack."

The best way to play it today is on GOG.com which has this, the expansions & the revised versions. Keep in mind though this is a flight sim, and so you need to invest lots of time to learn it. Additionally it really needs a flight stick.

Imperial Pursuit (expansion) (1993) [PC DOS, Mac]

Carrying on with more Tour of duty missions for your X-Wing craft. It's set after the Death Star is destroyed and the Rebels are struggling to find a new base.

B-Wing (expansion) [PC DOS, Mac]

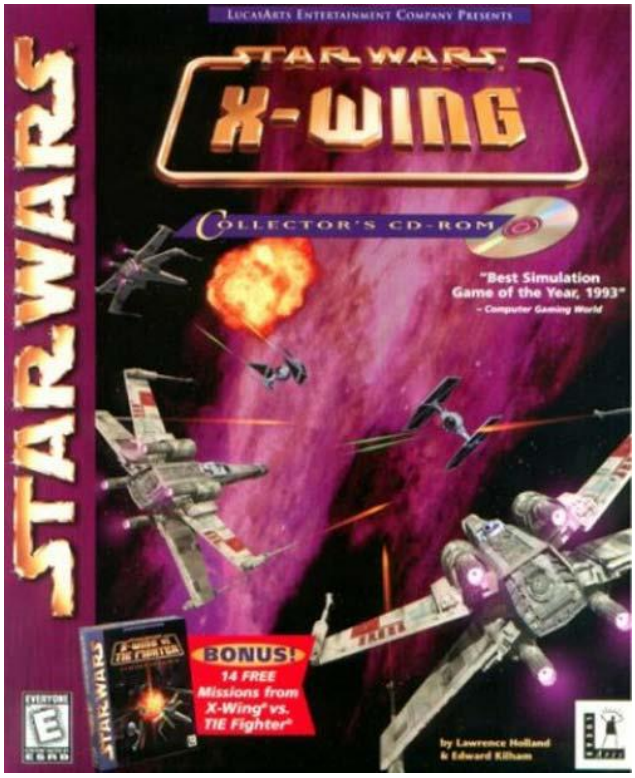
A great expansion pack that allows you to pilot the B-Wing finally. Top stuff, but be warned this game is only for very skilled Rebel pilots.

X-Wing (Collector's CD-ROM) (1994) [Windows]

This a great X-Wing update pack with improved visual, six extra missions and both the above expansion packs.

GOG.com includes this versions as well.

X-Wing Collector Series (1998) [Windows]


LucasArts Entertainment Company Presents
STAR WARS
X-WING
Collector's CD-ROM
"Best Simulation Game of the Year, 1993" - Computer Gaming World
STAR WARS
BONUS!
14 FREE Missions from X-Wing vs. TIE Fighter
by Lawrence Holland & Edward Kilham

This is the definitive version. On this version they improved the graphics still further, as based on the X-Wing vs Tie Fighter game. They also included a cut down version of X-Wing vs. TIE Fighter called Flight School.

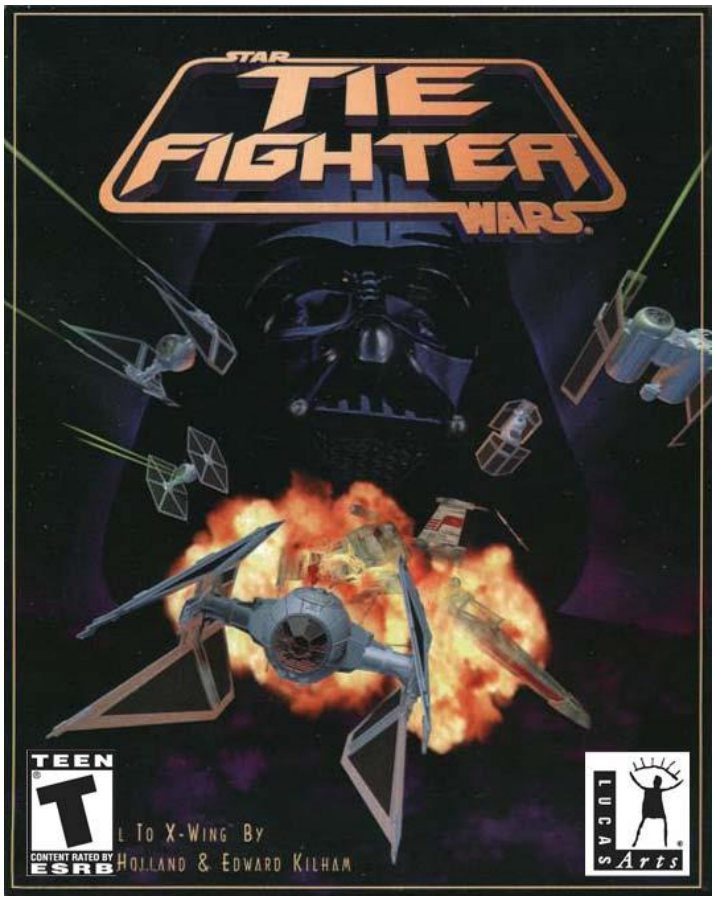
PC Zone gave it 50% saying

"an essential purchase for Star Wars afficionados, and fans of the original games (which just about covers everyone), but be warned that you need a joystick to play it. Much to our annoyance."

GOG.com includes this versions as well.

TIE Fighter (1994)

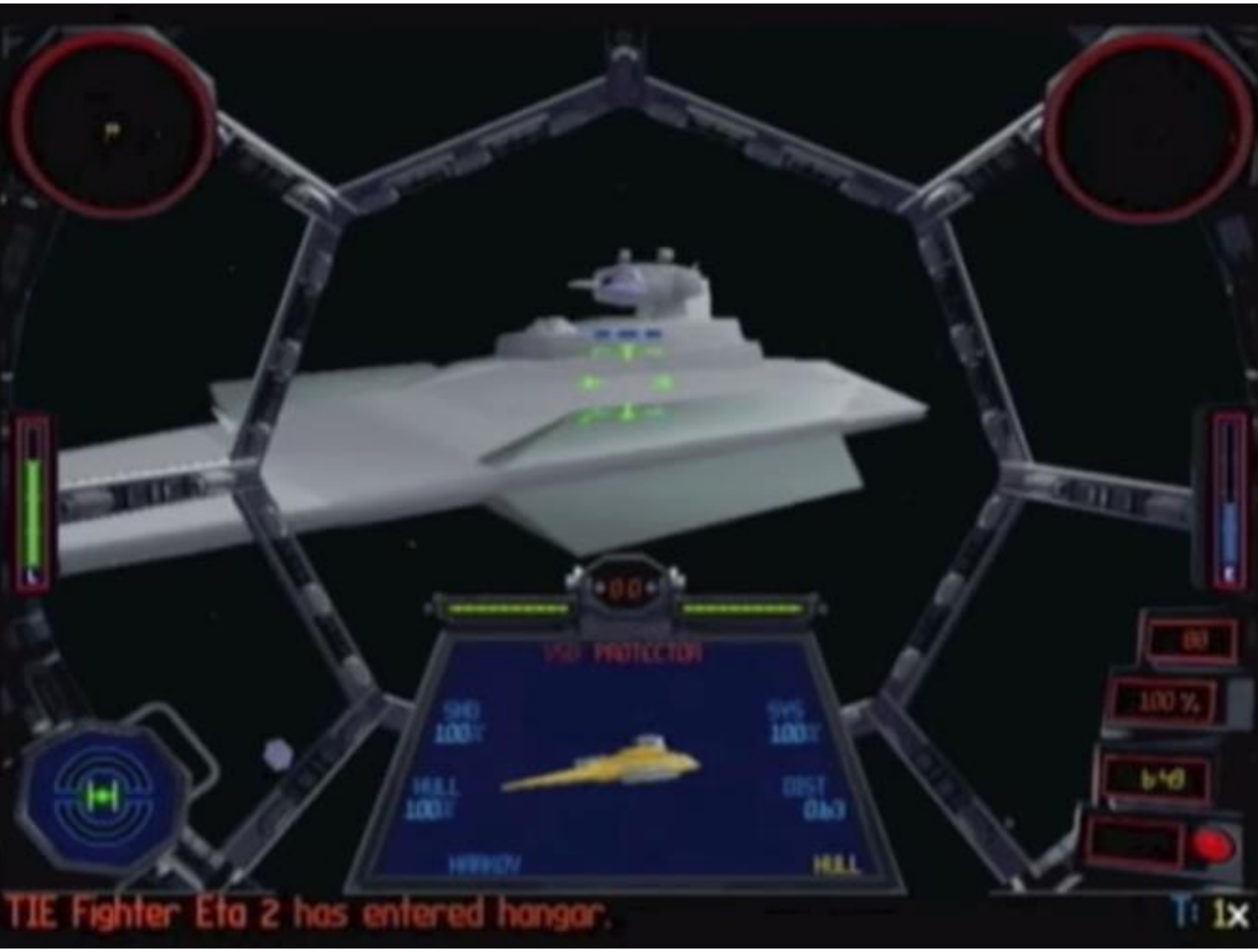
[PC DOS, Mac]



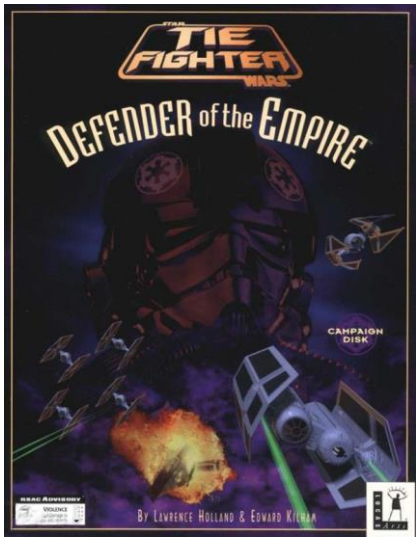
After doing the brilliant X-Wing series the team turned to the Dark Side and produced a sequel where you played for the Empire and Darth Vader is your boss. The game is brilliant, being a much better balanced game than the original, and with a new graphics engine to boot. Plus it is so cool playing as the bad guys in the Star Wars Universe.

Set immediately after the Battle of Hoth, it uses the Heir to the Empire books as the general plot points. The game has you play a rookie pilot who is helping the Empire keep order in the Galaxy and help stop the terrorists that are the Rebel Alliance.

The best way to play the game today is on GOG.com This includes every version and the expansion packs.

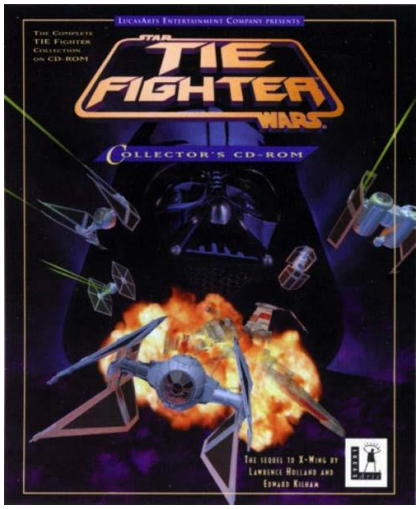


Defender of the Empire (expansion) (1994) [PC DOS, Mac]



With 22 more missions to enjoy, and a new space craft. It makes this a worthy addition to own, particularly if you are a fan of the original game.

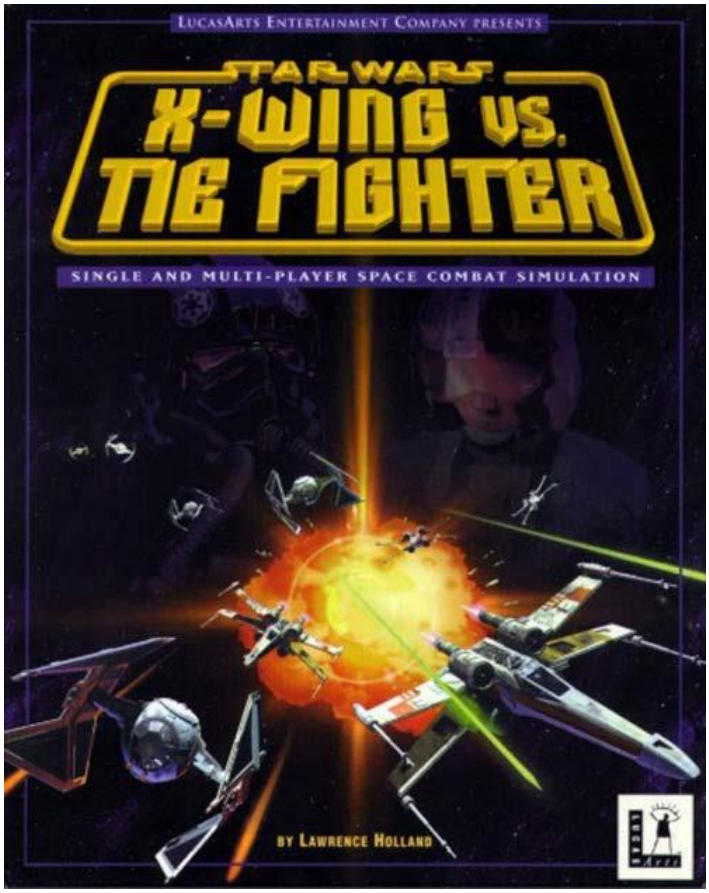
TIE Fighter (Collector's CD-ROM) (1995) [Windows]



This is the definitive edition with the CD version, full voiceover acting and new cut scenes. It also added a new Enemies of the Empire campaign with 3 brand new tours of duty that conclude the scenario.

This version is also included with [GOG.com](GOG.com)

Star Wars: X-Wing vs. TIE Fighter (1997) [Windows]



For Totally Games third instalment, they would concentrate on multiplayer. This was great for computer geeks like me, as we had a dedicated network at home and it allowed easy network play… but for many they decried the lack of any story or single campaign options.

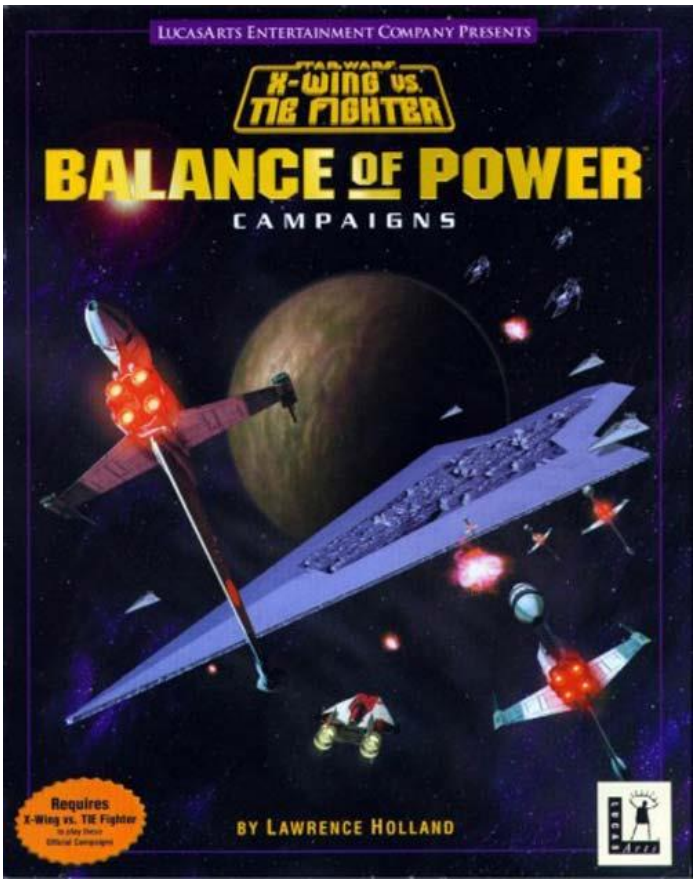
Still if you had the set up and like minded friends, then you could play 8 players on a LAN and 4 over the internet. This is probably the closest you will ever get to a real simulation, dog fighting action.

Edge magazine gave the game 9 out of 10 and said…

"LucasArts has finally listened to its legions of fans and developed a multiplayer version of its X-Wing and TIE Fighter games. But what's on offer for the PC owner without a network? Face facts. It's practically impossible for LucasArts to fail with a game like X-Wing vs. TIE Fighter. All the design team had to do was take the extremely successful X-Wing game, revamp the graphics (by adding Gouraud shading, texture mapping, dynamic lighting effects and so on), bolt on the critically lauded TIE Fighter (its visuals also suitably beefed up), and give slavering gameplayers the one thing that they've always wanted: a multiplayer option. Good as the original X-Wing and TIE Fighter were, they lacked the option to fly squadrons of Y-Wings and X-Wings against wings of Tie-Fighters, bulbous TIE Bombers and Assault Gunboats in the ultimate interstellar deathmatch."

Again thanks to GOG.com you can enjoy this classic game as well (and it includes the Balance of Power expansion pack as well) top stuff.

Balance of Power Campaigns (expansion) (1997) [Windows]



This added two new campaigns, and a story mode. This finally gave single players a chance to enjoy the X-Wing Vs Tie Fighter game without a LAN or expensive dial up.

PC Zone gave the add on 88% and said..

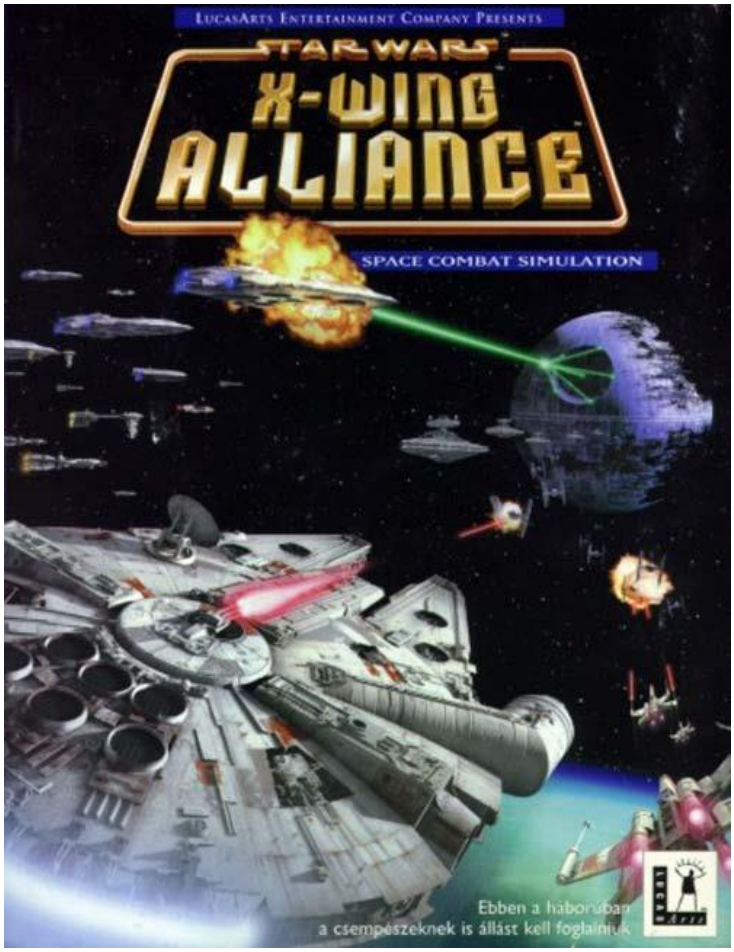
"Balance Of Power is an excellent add-on, but we shouldn't have needed it in the first place - and don't be surprised if a 'Collector's Edition' style package featuring this and the original is released in a few month's time"

X-Wing Alliance (1999) [Windows]

This time you can only play the Rebels, but it gives you over fifty missions and also the multiplayer support. Also the graphics have seen a nice revamp from the earlier games. IGN gave the game 8.2 out of 10 and said…

"It probably isn't destined to become a classic like the original X-Wing, but it is definitely worth checking out, especially since this may be your last chance to grab one of the old school Star Wars games."

It is a real shame this game was released so buggy as playing it today (again via GOG.com) it's really good fun.



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Cinematic sequences

Infamous characters

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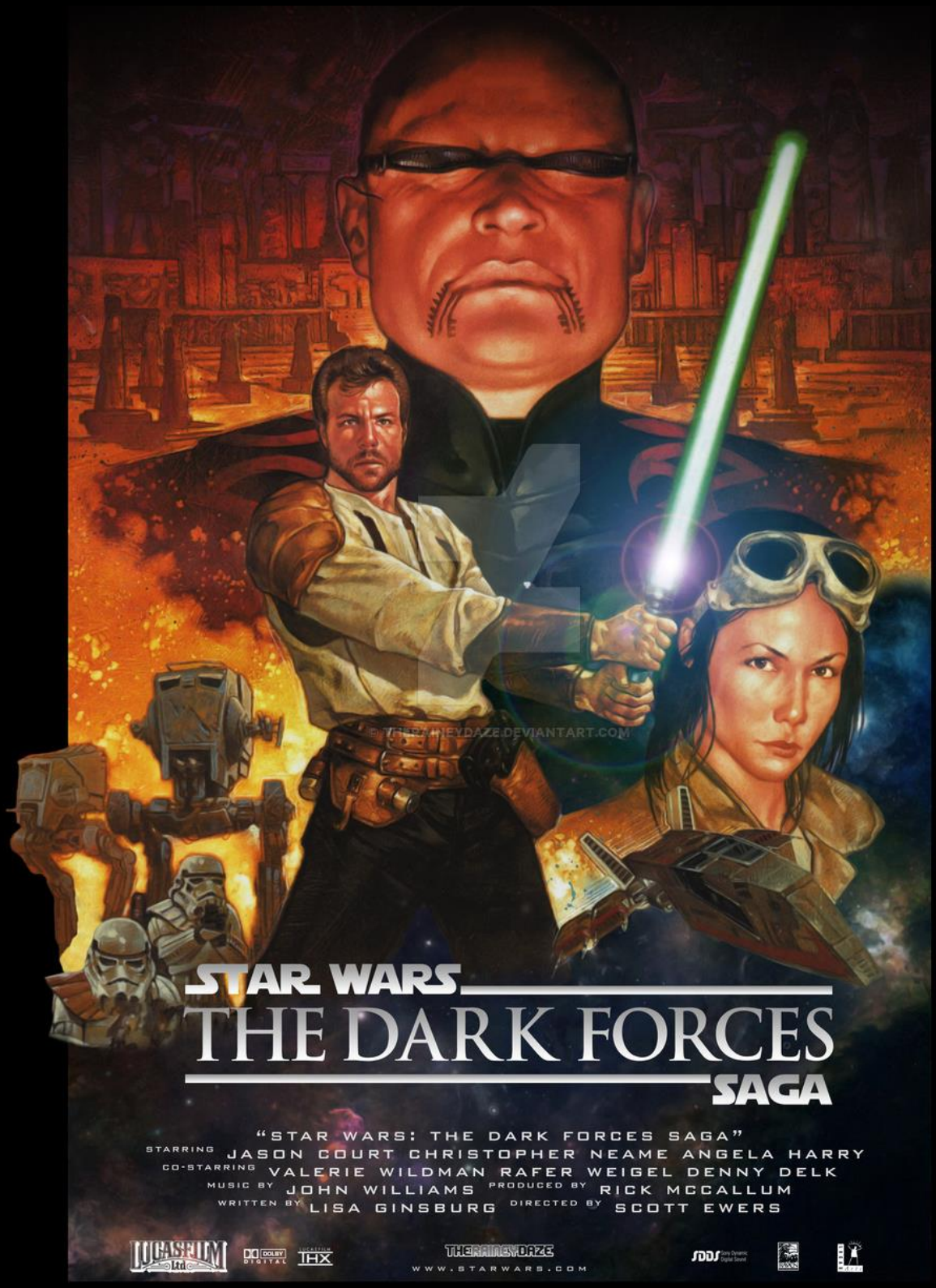
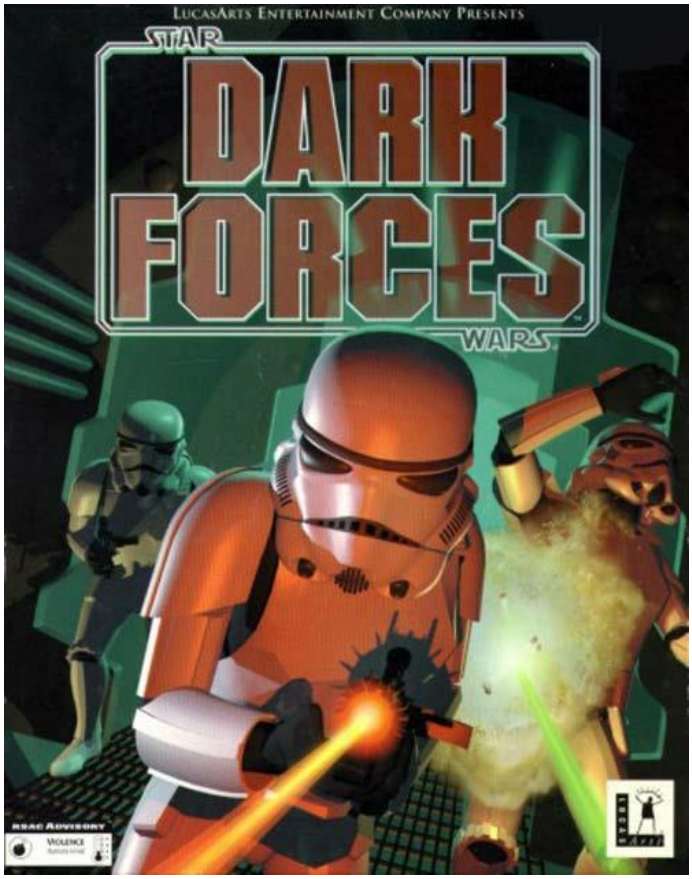
Jedi Knight, The Dark Forces Saga...



Star Wars: Dark Forces (1995)

[Windows, Mac, PlayStation]



Oh man I adore this game. In it you play an ex Imperial officer turned mercenary called Kyle Katarn. He is hired by the Rebel Alliance to do all the dangerous work., we are talking James Bond in space baby!!!

You start out by stealing the Death Star Plans, that help the Rebel Alliance identify the flaw and destroy it in A New Hope.

The game continues after A New Hope with Kyle investigating a sudden destruction of a rebel base. This identifies a new cybernetic army called Dark Troopers that could crush the Alliance, and so he must help bring down the project and save the rebels.

What was great about the game, was unlike Doom there was a cohesive story that quite involves you. Also the 3D engine that Lucas Arts developed (called the Jedi Engine) is actually quite advanced with you able to look up, duck and swim.

PC Gamer gave the game 92% and said…

"Terrific Star Wars atmosphere; tons of weapons; and true 3D action. No multi-player support, and some of the levels are a little too busy. It's easily the best first-person shooter since Doom, and a must for Star Wars fans everywhere."

Nowadays it is best to get the game on GOG.com or even better Steam offer it as the Jedi Bundle with the whole Dark Forces saga.

Star Wars Jedi Knight: Dark Forces II (1997)

[Windows]

The game is set after Return of the Jedi and has Kyle Katarn returning with Jedi powers. After he discovers that his father was killed by a Sith Jedi called Jerek, he goes on a quest to find and kill him.

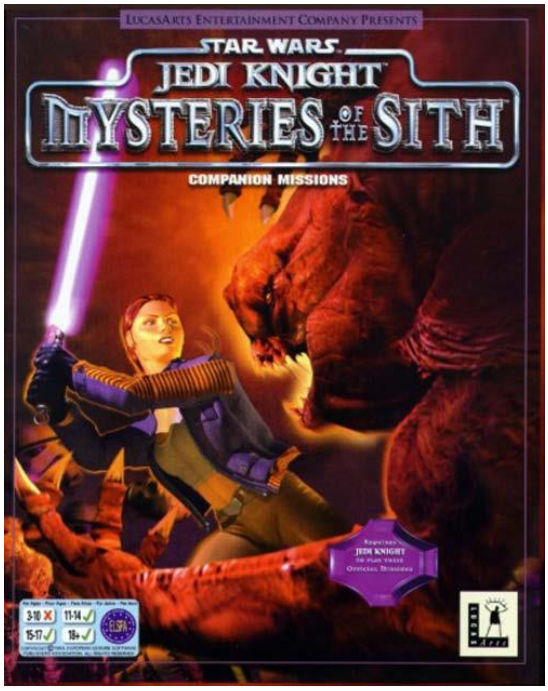
I never gelled with this game like the first, finding the true 3D Quake engine, losing something to the look and feel of the original. Still having the additional Force powers and a lightsaber is really cool.

PC Zone gave the game 94% and said…

"With a gradual accumulation of Force power, achingly huge levels, some incredible theme levels and spot effects, deathmatch, a spankingly true 3D engine, and wall-to-wall Star Wars-iness, Jedi Knight: Dark Forces II is everything we want. No, it's not Quake. It's Dark Forces, in a brilliant little genre of its own."

Nowadays it is best to get the game on GOG.com or even better Steam offer it as the Jedi Bundle with the whole Dark Forces saga.

Star Wars Jedi Knight: Mysteries of the Sith (expansion) (1998) [Windows]

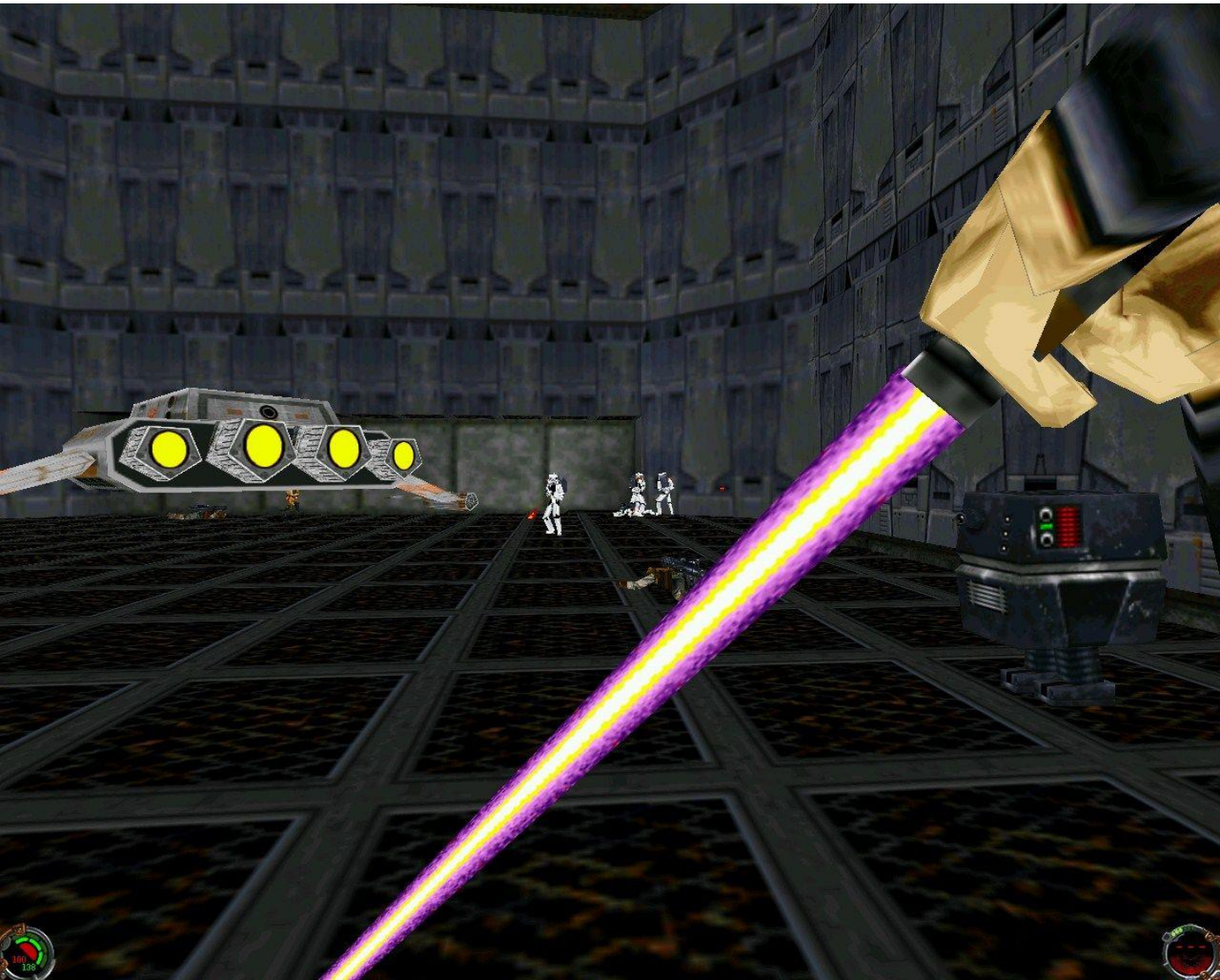


Adding 14 new level to Dark Forces, this is a worthy expansion. Especially as later on in the game you get to control Mara Jade (who is the future wife of Luke Skywalker).

PC Zone gave the game 95% and said

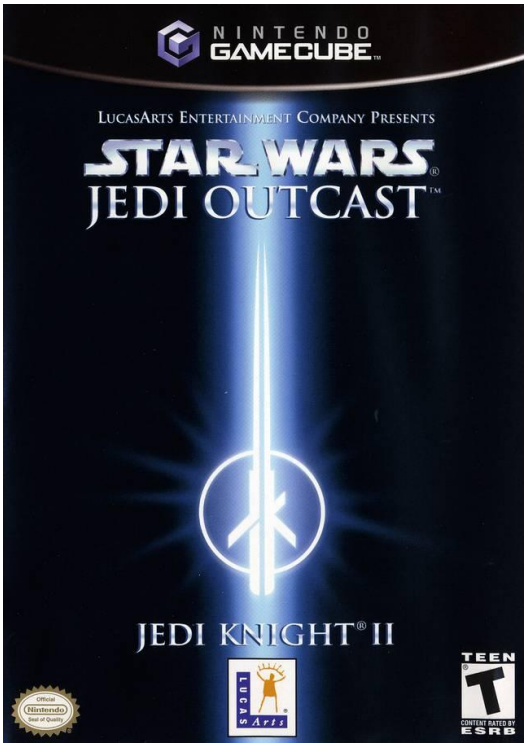
"Mysteries Of The Sith is more than just an 'add-on' to Jedi Knight - it is a completely new addition to a gaming series that we at PC Zone hope will run and run. So if you haven't played Jedi Knight yet, get it. Then get this. Otherwise you'll almost certainly be missing out."

Nowadays it is best to get the game on GOG.com or even better Steam offer it as the Jedi Bundle with the whole Dark Forces saga.



Star Wars Jedi Knight II: Jedi Outcast (2002)

[Windows, Mac, Xbox, Nintendo GameCube]



The game is set nine years after the mysteries of the Sith game, and has you continue to play Kyle Katarn, who is now an ex Jedi after almost turning to the dark side.

This game is quite cool really on the PC, and has you and your love interest Jan Ors, with cool cameos such as Luke Skywalker for you to enjoy.

I have to say the game really impresses even today.

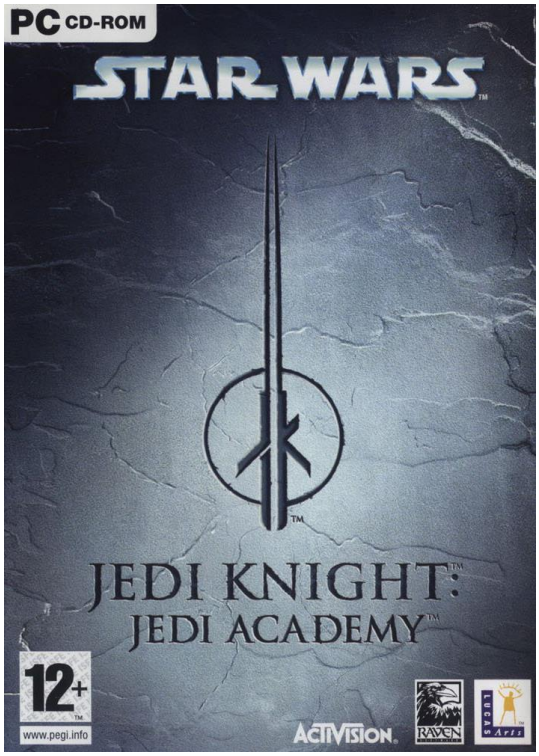
IGN gave the game 9 out of 10 and giving it an Editor's Choice" award and said …

"tightly written, mature plot," and wrote "not only is this one of the greatest Star Wars games I've ever played, it's one of the best action games period." He also commended the "fantastic" graphics and "intelligent" level design, although he was critical of the puzzles, the lightsaber interface, and complained that "the game starts too slowly."

Nowadays it is best to get on Steam as the Jedi Bundle with the whole Dark Forces saga.

Star Wars Jedi Knight: Jedi Academy (2003)

[Windows, Mac, Xbox]



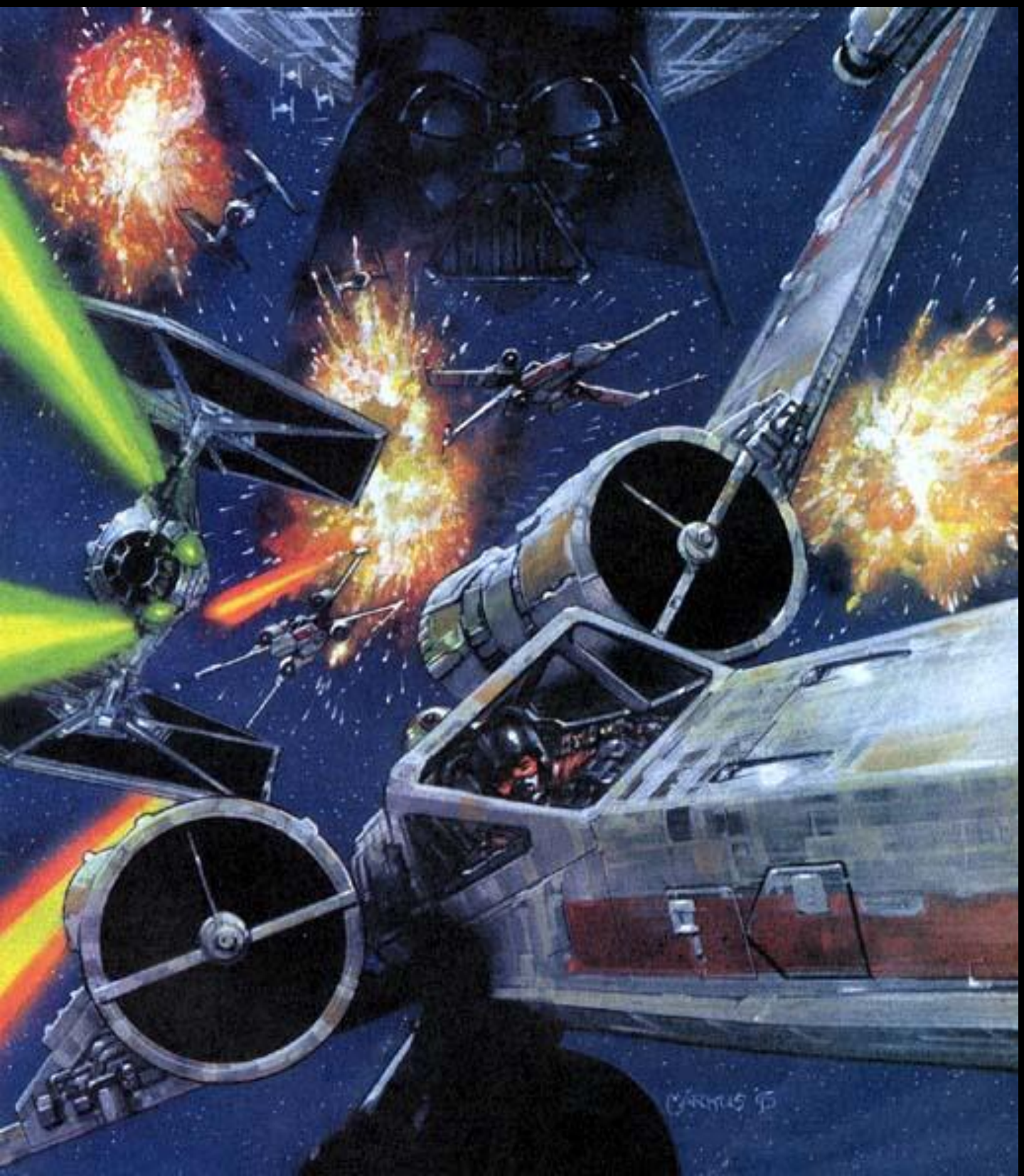
The final part in the Jedi Knight saga. This time you play as a young padawan Jedi called Jaden Korr. He is trained in a new Jedi Academy run by Luke Skywalker and Kyle Katarn. What is great in this game, is that all lightsaber clunky-ness of the original Jedi Outcast game, has been resolved, and so makes this game even more fun.

PC Zone gave the game 89% and said

"On our cover of course, we've made the controversial claim that it's the best Star Wars game ever. While this is open to debate, Jedi Academy is certainly the best Jedi game ever, and the one that makes you feel most like you're in command of that mysterious energy that binds the universe together and next to which the ability to destroy a planet is insignificant. And if being a saber-wielding Jedi is what Star Wars is all about, then this could very well be the best Star Wars game ever."

Nowadays it is best to get on Steam as the Jedi Bundle with the whole Dark Forces saga.

Rogue Squadron Series...



Star Wars: Rogue Squadron (1998)

[N64, Windows]

Based on the Rogue Squadron Star Wars comics and set 6 months after A New Hope. This has you play a Luke Skywalker, as you and an elite squadron of fighters take on the Empire. Please note if you buy this for the N64, then you ideally need the expansion pack to really enjoy this game.

IGN gave the game 8.8/10 and said..

"Rogue Squadron definitely emerges as a shining example that not all licensed games are quick attempts to get your hard-earned money. It's definitely my favorite console Star Wars title, and the bonus missions alone are worth the price of admission. Well done, LucasArts and Factor 5."

Now-a-days The game is available on GOG.com or of course on the N64. The PC version still doesn't look to be working properly, based on the games review comments… so its probably best stick with the N64 version.

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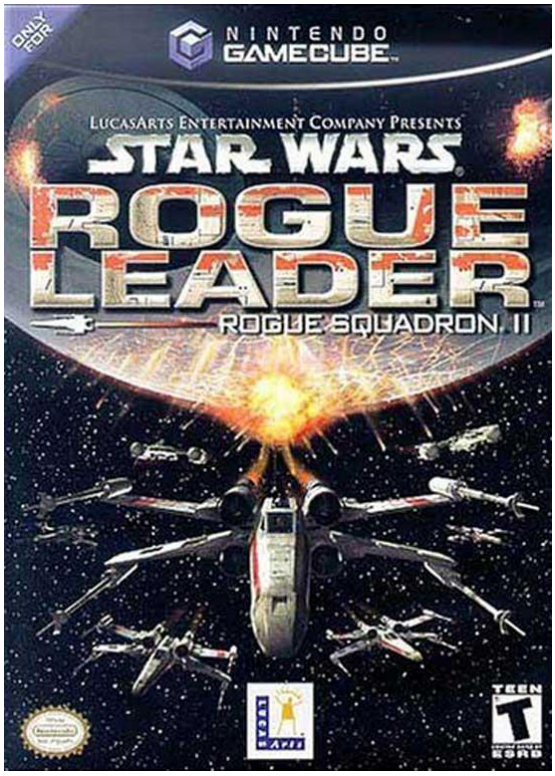
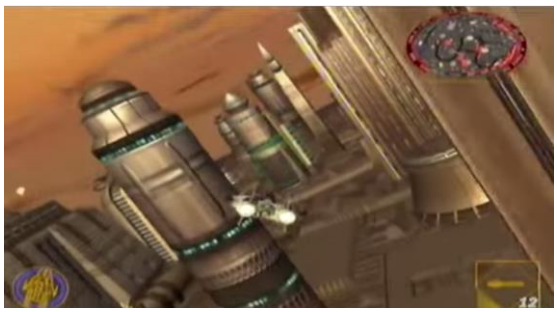
Star Wars Rogue Squadron II: Rogue Leader (2001) [Game Cube]



If looking at these screenshots hasn't made you rush out and buy this game (you can play it on the Wii), then you must be a little dead inside. How Factor 5 managed to get such a filmic look from the Gamecube (and a US and Europe launch game as well) I will never know.

The game is set right across the original trilogy, and has you as Luke Skywalker, going through all the key scenes of the movies. Its all lovingly created as well, with all the ships looking battle hardened and held together with duct tape, just as they do in the original movies. I remember seeing this on TV displays in the shop Game and absolutely marvelling how it looked like it, with it looking like it had been lifted straight from the film. In fact even today I don't think there has been a Star Wars game to date that has that same film like look.

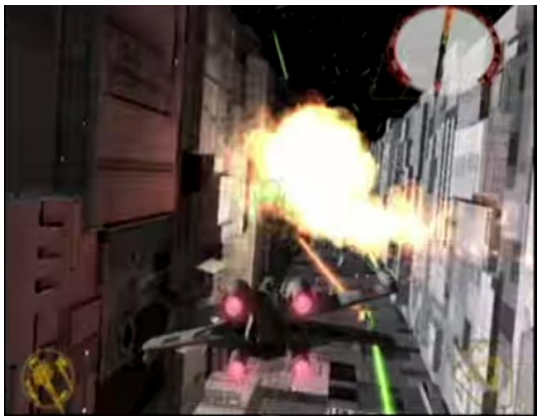


Thankfully by 2001 I was at work and earning, and so I rushed out and bought the Gamecube, several games and a new TV to play it on (how come I couldn't afford to do that now?). What is marvelous though is that the game isn't all looks either, but a fantastic shooter as well.

IGN gave the game 9.1 out of 10 and said…

"It's taken more than 20 years, but a development studio has finally captured the spirit and beauty of the Star Wars trilogy movies and crammed it all into one action-packed game. The Factor 5 developed Star Wars Rogue Squadron II: Rogue Leader represents the evolution of the LucasArts shooter franchise, which was sparked to life on Nintendo 64 some years ago. The GameCube sequel comes complete with all new levels based on scenes from the trilogy, the ability to pilot classic crafts as Jedi hero Luke Skywalker and more secrets than can easily be counted. And it's quite possibly the most beautiful title we've seen on any home console. Rejoice."

The game also has cool unlockable missions as well that let you fly the Millennium Falcon and even Darth Vader there are too many mention so here is a link to a cheatscc web site with them all on.

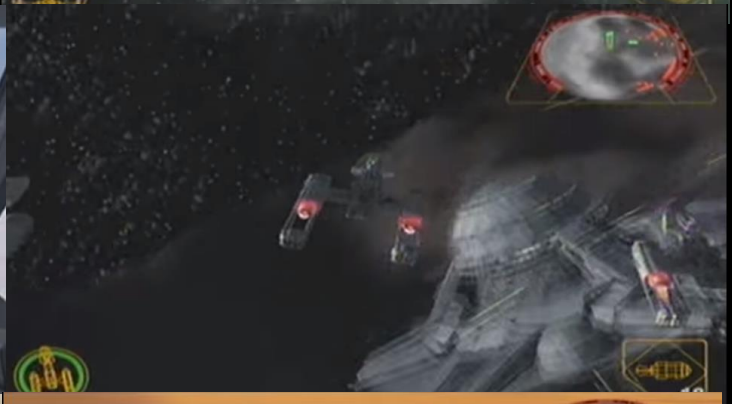


The game was developed by German developers Factor 5, who had wowed gamers for years with their technical prowess.. Developing all the 16 bit Turrican games, their first two Star Wars games, the first Rogue Squadron and their Battle of Naboo had impressed gamers, but was hampered by the limitations of the hardware.

Now however with the power of the Game Cube, they could really go to town and produce a faithful Star Wars looking game. Still technology was only half the battle, what really sets the game apart is the genuine love the team had for Star Wars. With them spending time to learn, how Industrial Light and Magic did the effects, so they could recreate the look. The game has a real nice structure to it, with hidden power up unlockable items strewn around the level, and a trophy system to keep you coming back for more.

All in all… The force is most definitely strong in this one.

1 START
OPTIONS
STAR WARS
ROGUE
LEADER
ROGUE SQUADRON II



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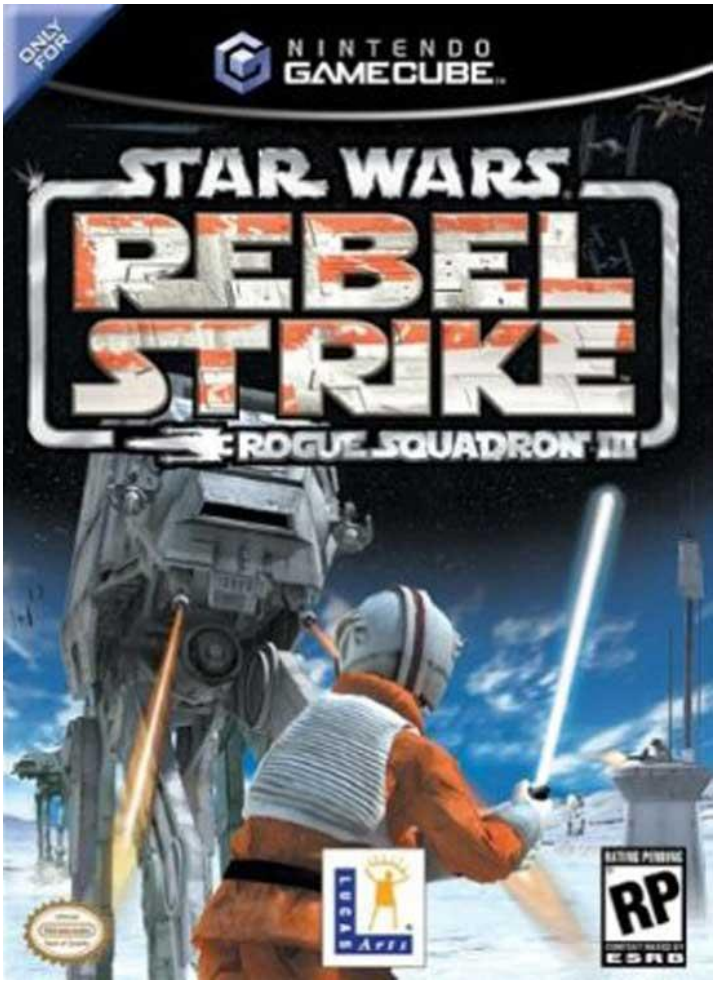
Star Wars Rogue Squadron III: Rebel Strike (2003) [Game Cube]



As sequels go, there is an awful lot to love about this game. Not only do you get to recreate all those battles from the original trilogy that weren't covered in the last one, but all the key missions from the Rogue Leader game is included for co-op play. And if you didn't think Factor 5 and Lucas Arts could get any more generous, they have only given all three Atari Star Wars arcade classic games, perfectly emulated for you to unlock and enjoy.

Still the game is considered the weakest of Rogue Squadron games. The problem is that the Factor 5 team have tried too much here and included on foot sections, with dull opening levels that undermine the other brilliant levels contained later on.

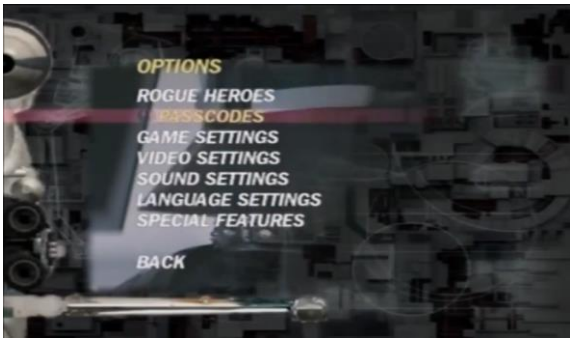
But stick with it, because this is a Factor 5 game and from the opening intro where all the Star Wars characters start boogying to a brilliantly realized Star Wars disco track by Chris Huelsbeck, you know you are in for a great Star Wars experience…

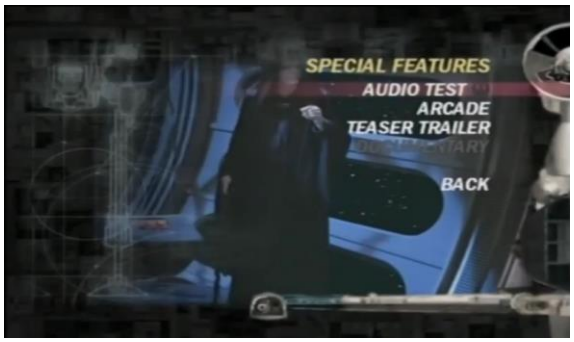
IGN gave the game 8.3 and said

"Between a superb two-player cooperative mode -- an absolute must play, in my opinion -- a fun versus mode, and a for-the-most-part engaging single-player experience, there's a lot to do and a lot of satisfaction to be found. And I don't think Star Wars fans should ignore Rebel Strike because of a few poor on-foot missions."

To know more, it may interest you to know that we at Retro Asylum did an in-depth video review covering this game.

https://youtu.be/xXx6LN_iS3Y





How to unlock the three Atari Arcade Star Wars games…

On the menu select **Options** and then **Passcodes**.

Then to unlock the **Star Wars arcade game** enter the passcode **RTJPFC!G** (Note that ! And not I) and hit enter code, you will know it's valid if R2D2 beeps at you.

Then re-enter another code this time **TIMEWARP** and again hit enter code.

Do the same for **Empire Strikes Back** by entering **!H!F?HXS** (note that's an exclamation mark and not I) and then next enter **KOOLSTUF**

Finally do the same for **Return of the Jedi** by entering **!?ATH!RD** (Again note that is an exclamation mark and not I) and then next enter **GAME?YES**

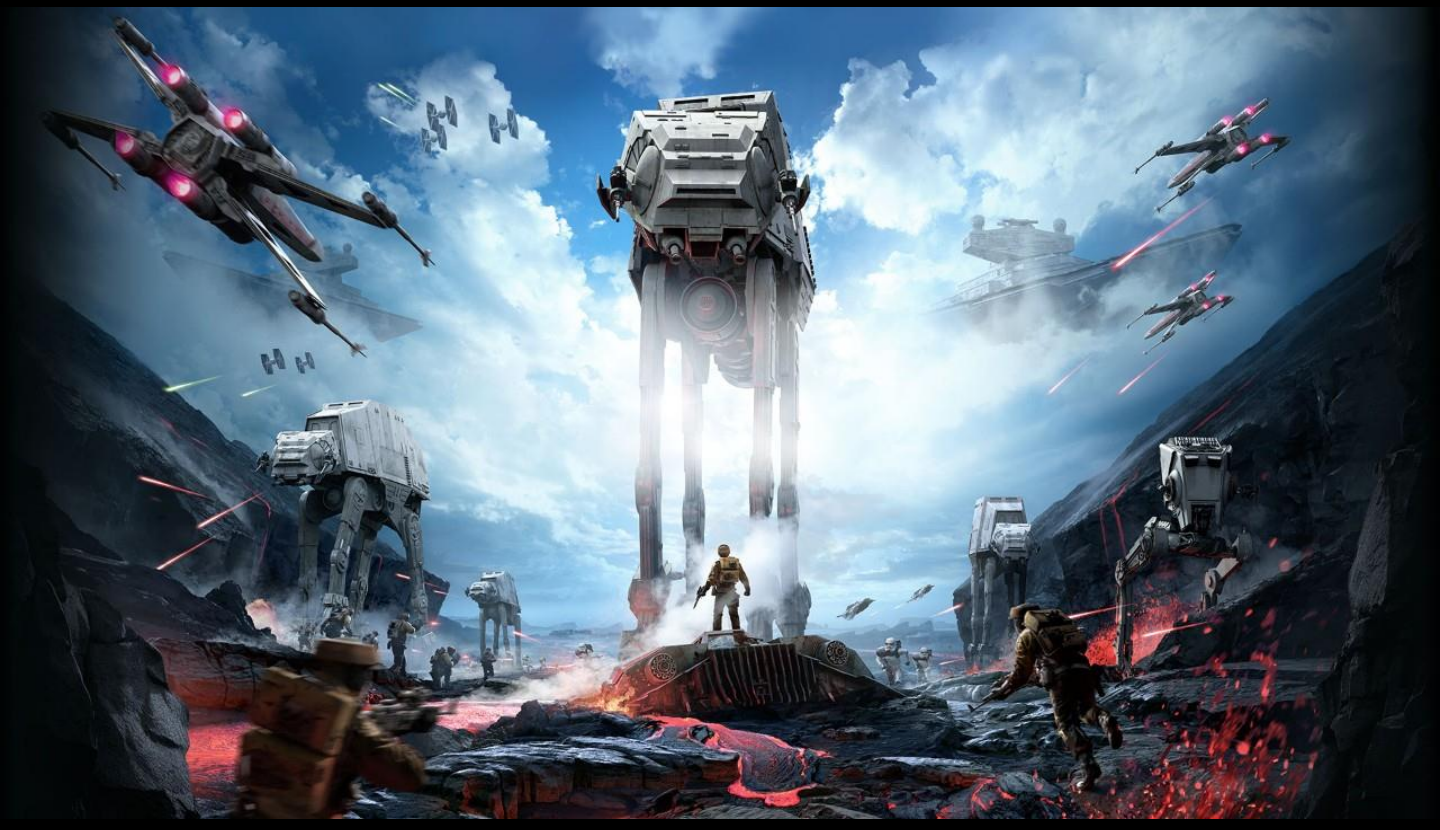
Now go into Special Features menu and you will see an option for arcade.

You will then be Darth Vader in a Space Hanger… Just walk to the arcade machines, and as Disco music plays and you go to the cabinet of chioice, revel in the brilliant original Atari coin-ops. Enjoy

FORM

FORM
GUNS
TIEs
FLEE
12

Battlefront Series...



Star Wars: Battlefront (2004)

[Windows, Xbox, PlayStation 2, Mac]

In 2002 an online focused multiplayer game by Digital Illusions had taken the PC scene by storm. Called Battlefront 1942, it had amazed the gaming world as it allowed up to 64 players, and those players to control everything from on foot soldiers to a variety of land vehicles and planes. So two years later when Pandemic studios released that concept to both PC and consoles machines, set in the Star Wars Universe there was huge excitement.. provided you had fellow people to play it with you that is.

IGN gave the game 7.5 out of 10 and said…

"It's darn good, but not without faults of its own. On Xbox and PlayStation, Battlefront offers a distinct style of play that has not yet been exploited or overdeveloped as it has on the PC. There's a very likable, very direct approach to its combat. It uses high quality visuals and sounds to implant a legitimately Star Wars experience into our heads, but it's careful to never beat us with the franchise. There are large, epic battles. There is a great emphasis on cooperation, and it's a very intuitive game. On PlayStation 2 and Xbox, all this works extremely well, despite its inherent AI and longevity shortcomings. On PC, unfortunately, the problems are all amplified by an overwhelming amount of competition that simply makes Battlefront look a bit simplistic."

Star Wars: Battlefront II (2005)

[Windows, Xbox, PlayStation 2, PSP]

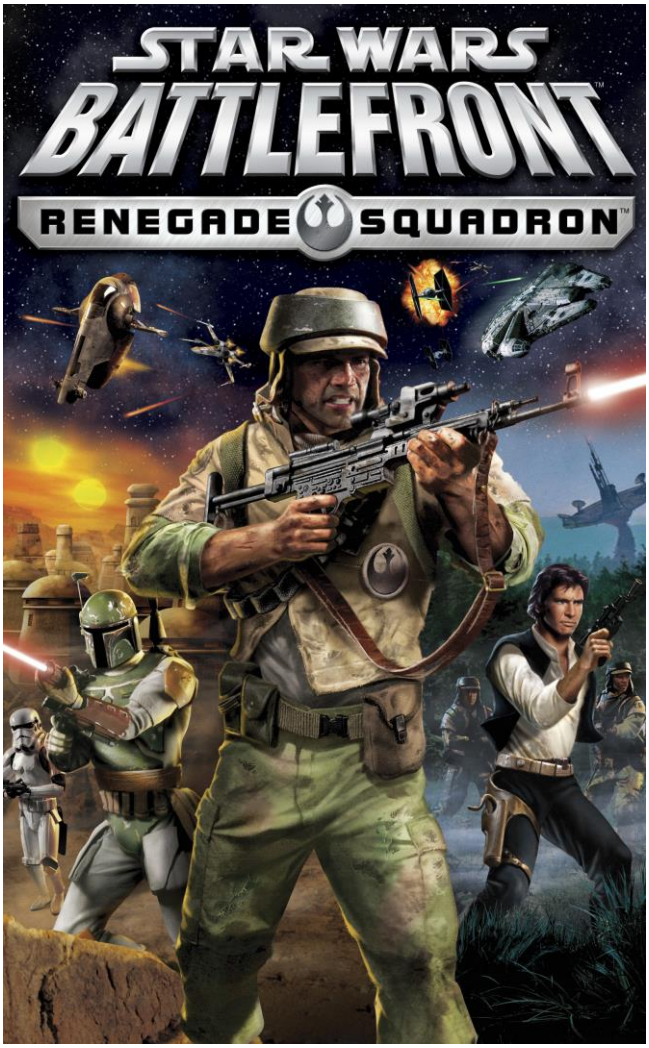
The following year Pandemic released a sequel that was essentially the first game, but adding in starships and jedi's.

IGN gave the game 7 out of 10 and said..

"While Battlefront was a dream realized for many Star Wars fans, Battlefront II is an odd case of déjà vu that boasts two major additions: Jedi and starships. Conceptually, those bonuses complete the Star Wars mystique and lend a much greater degree of authenticity to the game -- even eliciting a deep sense of satisfaction if only because we finally can wield lightsabers and fly starships. Now even though these additional options are granted, their implementation is flawed. And so more than its predecessor, the faults and quirks of Battlefront II stand out and become glaring because the new adds feel unpolished while the old gripes manage to rear their heads for a second time. In a product that should have remedied issues of the past without adding to them, this is a problem."

To play this game today then it can be bought on the steam store.

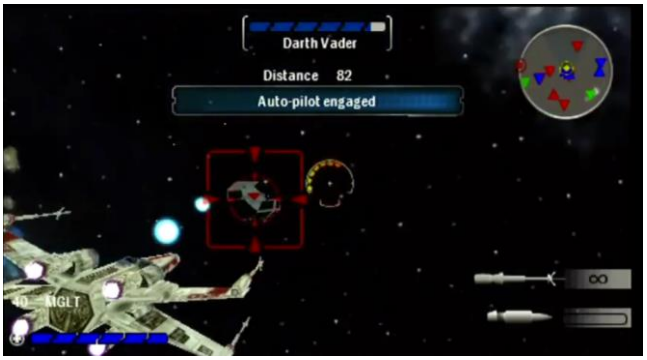
Star Wars Battlefront: Renegade Squadron (2007) [PSP]



An exclusive PSP version made by Rebellion Software. The game runs very solidly and with 16 players on the move. It is therefore a really great travelling Companian game, for a group of Star Wars fans.

IGN gave the game 7.9 out of 10 and said..

"Is it perfect? No, not by a long shot, but the blah graphics and love-it or hate-it gameplay are overshadowed by the customization options, extensive online modes and the satisfaction that comes from taking out an AT-AT while on foot."

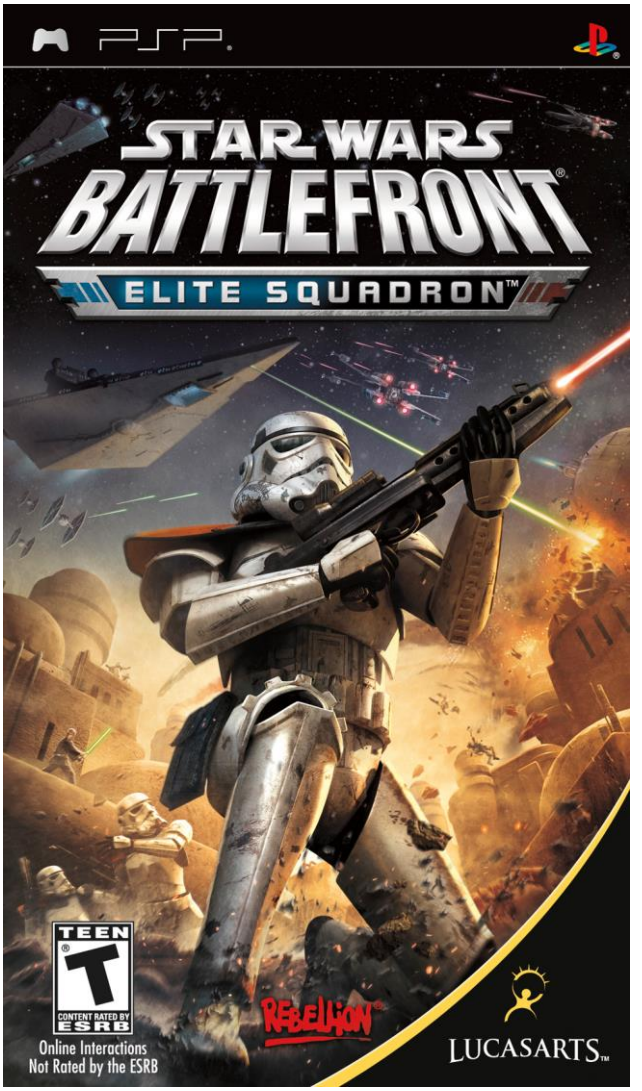


Star Wars Battlefront: Elite Squadron (2009) [PSP, DS]

Rebellions sequel is a disappointing affair. In the game, the story chronicles the experiences of force-sensitive clone X2, who is assigned to the Jedi Master Ferroda along with his brother X1.

IGN gave it 6 out of 10 and said…

"Hampered by bland, repetitive play and old control issues, Elite Squadron is one of those games that really will appeal to the hardcore fan only. While there are a couple of bright spots, such as playing as a hero character or in Galactic Conquest mode (which is a vastly underused element for the game), the gameplay hasn't really evolved at all. Overall, it's an experience that, while mildly amusing for a while, leaves you with a desire for much, much more."



Star Wars Battlefront (2015)

[PlayStation 4, Windows, Xbox One]

Ok at time of writing this the game has yet to be released… But the demo footage shown so far looks amazing and definitely has had me considering picking up a modern console to play it. Roll on 17th November 2015.

Star Wars Galaxies Series...

Star Wars Galaxies (2003)

[Windows]

A Massively Multiplayer Online RPG (MMORPG) game, that is set in the rich Star Wars Universe just after A New Hope.

It all sounds like a dream come true. I did buy this back in the day and subscribed for a few months. The problem for me though was my PC really wasn't powerful enough, which when combined to with me never liking the commitment and long grinding of RPG's, it meant the game was soon gathering dust.

Sadly it seems I wasn't the only one, with reports of low numbers of players continuing to play the game (some reports it reached as low as 10,363 concurrent users). A number of expansions were given that added much more scope to the game but it was too late. Sony Online shut the servers down in 2011. Interestingly though work has been done to emulate the game and still play it, check out SWGemu to know more.

Kalasoul
Taken DPS: 0.00
Total Dmg: 194486...
Total Taken: 159563
Reset
Tatooine
-3945
6
-4021
Jabba's Palace : Jabba The Hutt
Infiltrate the Valarian Command... 0/5
Valarian's Assassin 0/1
Valarian's Warlord 0/1
Valarian's Tactician 0/1
Valarian's Slicer 0/1
Valarian's Weaponsmith 0/1
Talk
Channel
against me. They have set up strategic command at a secure outpost, but I have discovered the location of that bunker. You shall infiltrate this bunker and take out Valarian's team.
a Stormtrooper Medic says, "Keep moving."
Valarian's command enforcer mumbles sedately, "Yeah? What's up?"
You looted 112 credits.
You cannot do that while in combat.
You looted 150 credits.

Stand Alone Games set in the Original Trilogy...

Star Wars: Droids (1988)

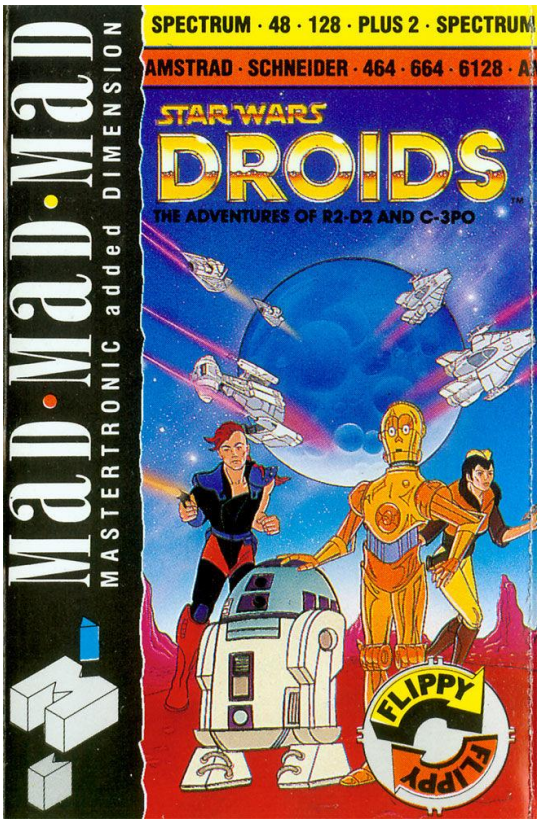
[Amstrad CPC, Spectrum]

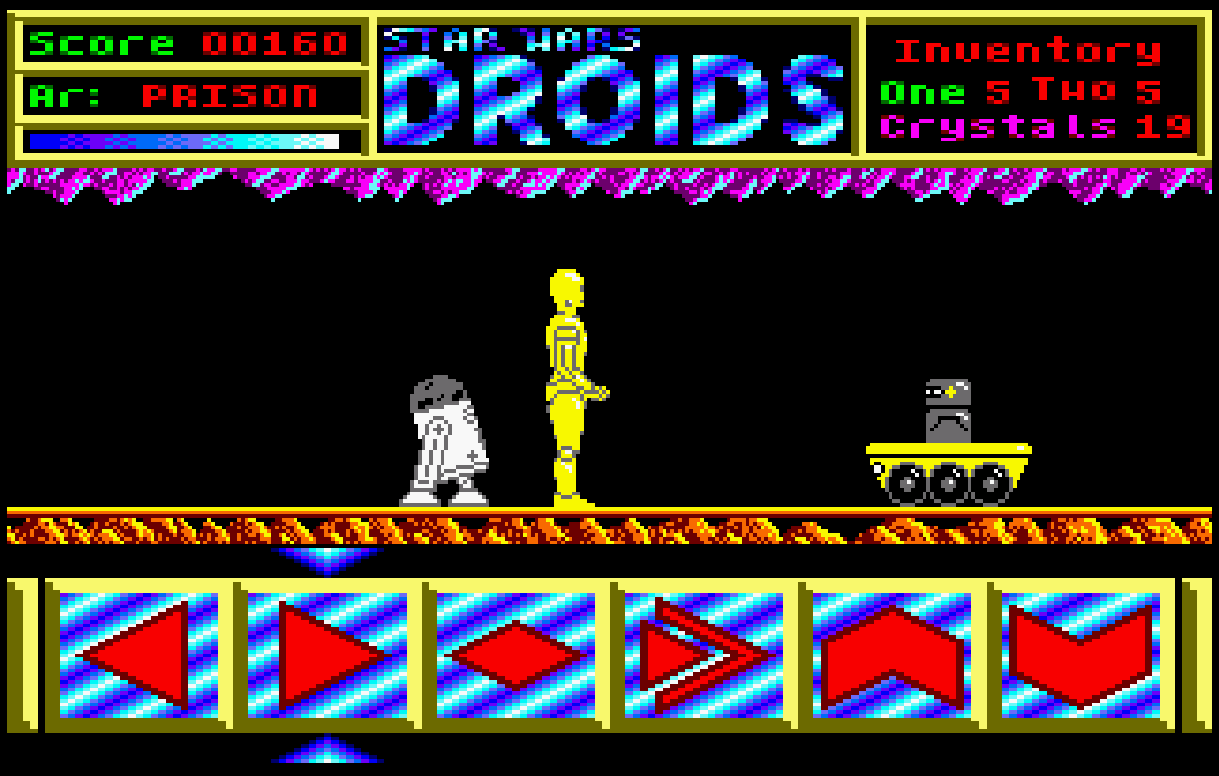
Based on a short lived cartoon series called Star Wars Droids [watch cartoon here], the guys at Mastertronic saw an opportunity to get a cheap Star Wars license and so set about with a budget game loosely based on the cartoon.

Your Sinclair gave the game 30% and said…

"Droids is a dull arcade adventure of the walk-left-and-right-killing-things-and-opening-doors type. There is no scenery to speak of, boring simple-simon door-opening sub-games, and the most fiddly icon control system imaginable. I couldn't muster any amount of interest in Droids whatsoever and I except it will be even less absorbing to the 'younger audience' at whom it is aimed."

Screenshot below is for the Amstrad CPC version.





Star Wars Chess (1994) [Mega CD]

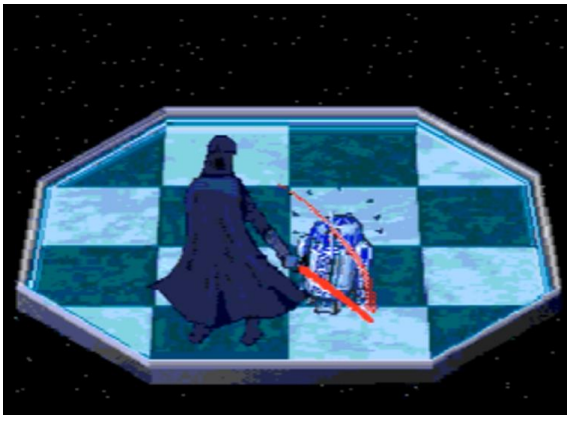
Back in the day I was so disappointed with this game. Firstly when you get a lucrative license like Star Wars, what you don't do is make a game of chess, and if you do, then you better make darn sure it looks like the Star Wars chess from the film.

This however is simply a Battle Chess clone with Star Wars characters. To be fair the animated deaths are hilarious and they are all lovingly animated and hand drawn. The problem is that the chess game itself is very basic, and so after the novelty of seeing all the animations wear off (After about two games of chess) you probably wont go back to it.

I noticed that AtorTFE has lovingly put all the animations together on his You Tube channel. This really is the best way to enjoy this game.

Alliance Wins: https://youtu.be/t95zWq5gQe8

Empire Wins: https://youtu.be/rGRox5sYQQw



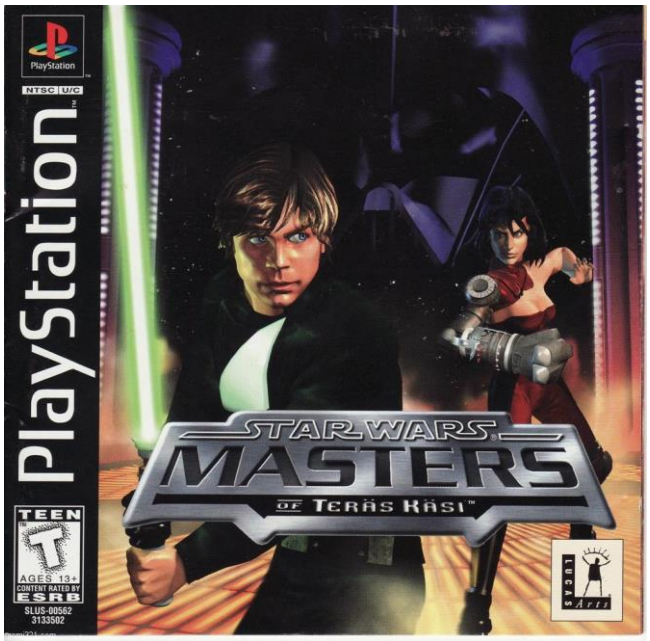
Star Wars: Shadows of the Empire (1996) [Nintendo 64, Windows]

Set in between A New Hope and Empire Strikes Back, this N64 launch title was jaw dropping for the time. The story is really good as well, and had me play it right through to the end. The trouble is though, that after the opening Hoth level it all goes downhill gameplay wise.

IGN gave the game 6.5 out of 10 and said...

"What's strange about Shadows is that the storyline is compelling enough for most gamers to want to play until the end -- despite all of its problems. You actually get accustomed to the poor level design and horrifying movement just to reach the ending. But not because it gets better, but because the Star Wars itself universe is so fantastic. Again, oddly, the game as a whole is just slightly better than its mediocre, individual parts. If you like Star Wars, you'll like this, but if you like Star Wars and you love games, you're in for disappointment and disbelief."

Star Wars: Masters of Teräs Käsi (1997) [PlayStation]



Oh dear this game is bad.. It's the limited move set and rigidness of it, that's the problem. It reminded me a bit of the game Rise of the Robots in terms of playability. Gamespot gave the game 44% and said…

"held a lot of promise, but unfortunately, doesn't deliver. It has all the surroundings of a great fighting game, but the gameplay simply isn't there. If you want a good futuristic, weapon-based 3D fighter, Star Gladiator is still your best bet."

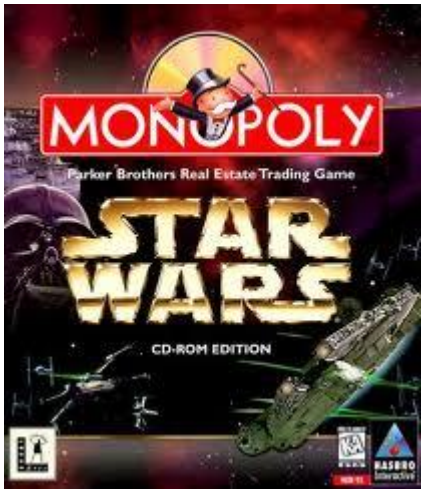
Star Wars: Yoda Stories (1997)

[Windows, Game Boy Color]

Set between Empire Strikes Back and Return of the Jedi. This was a game designed as part of the Desktop Adventure Series on PC. So it was designed as a light hearted simple adventure to mess about with in-between doing work. Not worth the asking price but a cute simple diversion if you don't want anything too heavy or difficult to play.

Yoda Stories on the PC was part of the Desktop adventure series and was geared to play on and off between work. I think I would rather do work to be honest.

Star Wars: Monopoly (1997) [Windows]



I adore this game, now I should add the caveat that I do love Monopoly, and video game versions of it. But this for me is the best video game adaption I have ever seen. The games host is C3PO and is fully voiced by the actor who plays him Anthony Daniels.

Combine that with lots of Star Wars movie clips and great visuals and you have such a great fun Star Wars Monopoly game to enjoy.

Definitely one to look out for, if you like Monopoly that is.

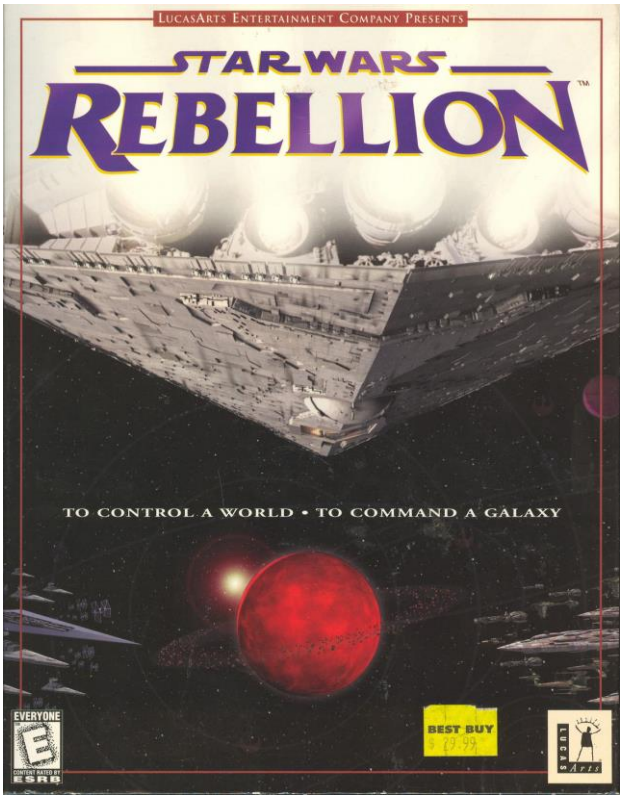
Star Wars: Supremacy (1998)

[Windows]

Set directly after A New Hope, where the first Death Star has been destroyed. You can choose to play either the Alliance or the Empire and be supreme commander of the entire respective army. The game is a 4X strategy, and so won't to everyone's tastes being a quite deep (read complex) to play game. Be warned, you will need to spend serious time with to learn and play through this game.

Having said that, it is wonderful to play something on this scale… where you managing up to 200 planets and building new crafts, weapons and recruiting soldiers. Then you can act out massive scale battles.

Again [GOG.com](GOG.com) has the game to buy on modern PC's and thankfully includes a pdf of the manual as well.



In US it was called Star Wars: Rebellion instead.

Han Solo Mission Report
My Incite Uprising mission to Svivren has not produced results.
Do you wish the mission to continue?

Star Wars: Trilogy (1998) [Arcade]

In SEGA's second Star Wars arcade game, they decided to do all three movies of the original trilogy, with all the cool key scenes of each film to play. In essence though it is very much a spiritual successor to the Atari original vector arcade games.

Starting with a menu, the player gets to choose from three key battles.

Yavin is the famous battle on the first Death Star from A New Hope and like the Atari original and the Sega Arcade game before, it has you fly on rails and take out the enemy Tie-Fighters. Survive that and it's flying low over the Death Star and taking out the gun turrets, before doing the trench run and blowing up the Death Star.

The next mission is the battle of Hoth and has you this time in a snow speeder and taking out the AT-AT and AT-ST walkers. Again this is a great fun section. Survive that though and you reach a new section, being on foot and like a Virtua Cop style game, as you make your way through the Hoth base to the Millennium Falcon. Succeed at Hoth and you get the first end of level boss Boba Fett where you are on the sand barges you must play Luke with a lightsaber and deflect his shots to shoot him.

Finally after all that you reach the third mission on Endor. this time you are on a speeder bike in first person view and is such a great level. This is then followed by another Virtua Cop section where you must shoot the enemy Storm and Scout troopers and not the Ewoks. Then it's a new end of boss of an AT-ST walker.

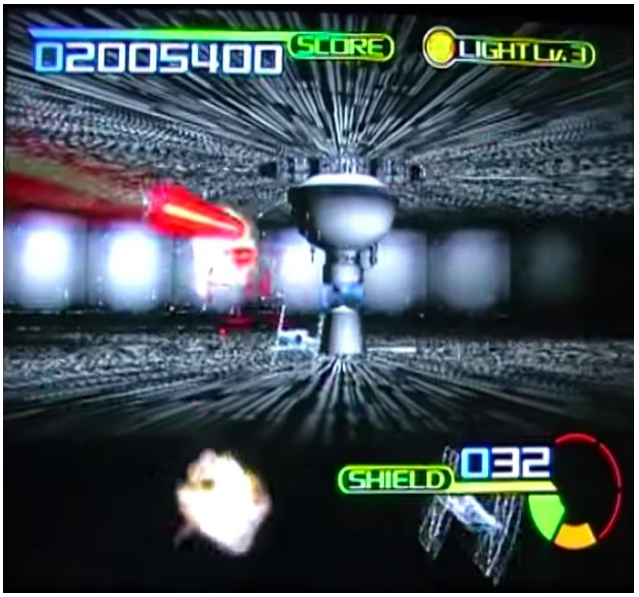
But it is still not over… get through all of this and you get in first person the opportunity to fight Darth Vader with a lightsaber.. Much like the Boba Fett boss battlr it doesn't play as well as you hope, but is still really good fun…

The final section has you play a part as Lando in the Millennium Falcon and destroy the second Death Star.

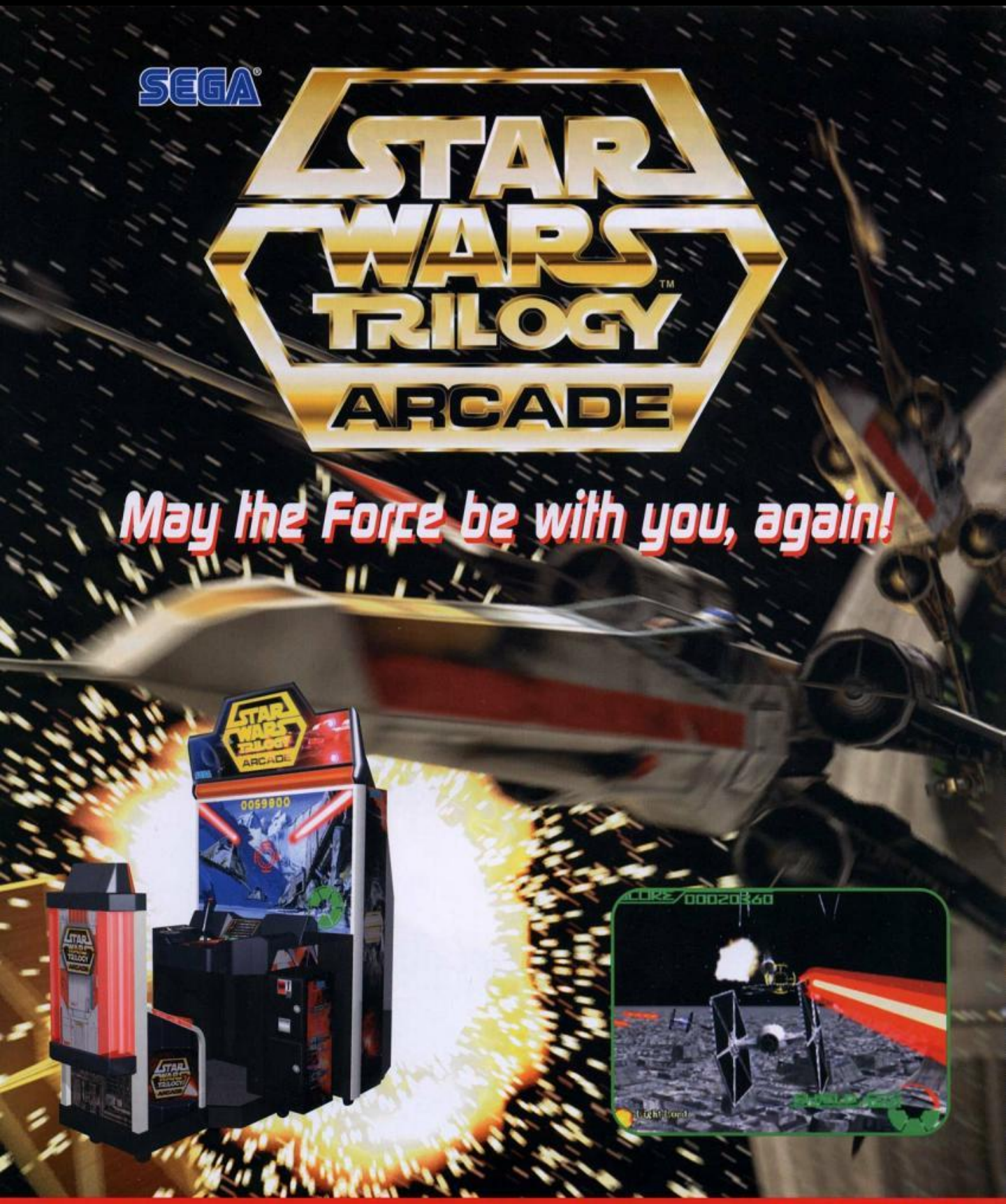
As you probably can tell I really love this game. Its SEGA doing what SEGA does best and whilst not the classic status of their other titles it is a huge amount of fun.

It is just such a shame that there has never been a home port. I was lucky enough to play this on a battered original arcade game at a sea side town and loved every minute of it.

Today if you want to play it outside of the arcade then the only way is to use the Supermodel 3 emulator. Which apart from the odd graphical glitch emulates the game really well.



These screenshots taken from the actual arcade game. To see the whole game in action then check out this [great video] by Aberlado Lido playing the whole game.



For more information contact your authorized Sega distributor or Sega Enterprises, Inc. (USA) at (415) 701-6500
For service and support call Sega Customer Service at (415) 701-6580
www.sgwservice.com

Star Wars Millennium Falcon CD-Rom Playset (1998) [Windows 95 / 98/ ME]

Cute idea this. Hasbro did a Star Wars toy of Millennium Falcon which you place on your keyboard. Now when you press a button on a toy is press a button on the keyboard. The toy then came with a Windows 95 CD game that corresponded with the keys you pressed on the toy…

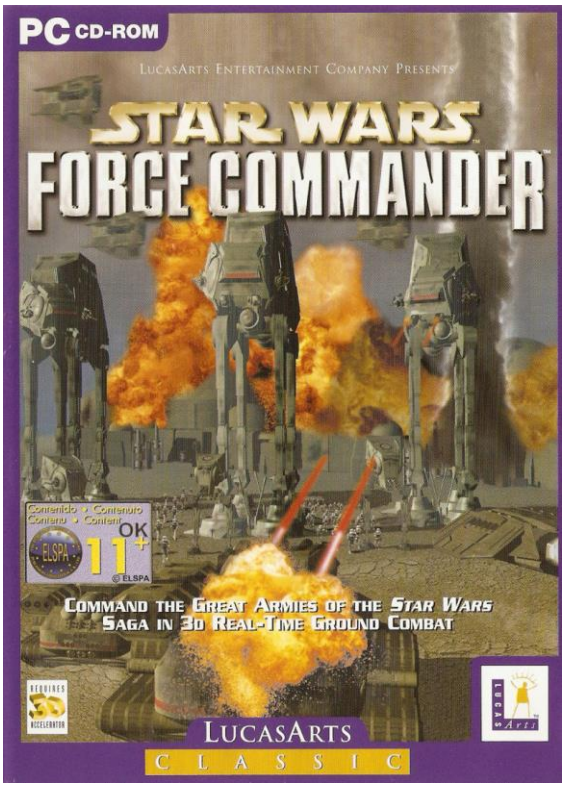
Now all I need to do is tell the wife what I want for Christmas ☺

I found a really nice [You Tube] channel that explains the game really well.

The Hands-On CD-ROM Playset that Puts You in the Pilot's Seat!
Set Up the Playset in Seconds!
Just fit the playset over your keyboard and strap into place. It's that easy!
STAR WARS
MILLENNIUM FALCON
CD-ROM Playset
Explore 7 Worlds of the Star Wars Galaxy!
Battle TIE fighters, search for the Death Star™ and destroy the Empire!
Control the On-Screen Action!
Move the 8 different playset features to control what's happening on-screen! Interact with actual scenes from the movies.
CONTENTS INCLUDE:
• CD-ROM Game
• Millennium Falcon™ Playset
• Unique Han Solo™ Action Figure
Minimum System Requirements
WIN 95
AGES 5&UP
WIN 95
HASBRO Interactive

Star Wars: Force Commander (2000)

[Windows]



Really disappointing real time strategy game in full 3D that offers limited enjoyment.

Gamepro gave the game 6/10 and said

"Every kid who has seen The Empire Strikes Back has dreamed of re-enacting the famous battle on the ice planet Hoth. So when LucasArts announced Force Commander, a real-time strategy game set in the Star Wars universe, many fans spent sleepless nights imagining themselves in the cockpit of a mighty AT-AT, trudging through the snow, blasting away at rebel scum. Unfortunately, Force Commander doesn't quite live up to the expectations that many fans had for the game. Although Star Wars fanatics will surely enjoy recreating battle scenes from their favorite movies, diehard RTS addicts will likely be disappointed with the results "

Star Wars: Demolition (2000)

[Dreamcast, PlayStation]

A game where you get to smash up a ton of Star Wars vehicles and done by the team who did Vigilante 8 games. What could possibly go wrong? This should be the best game ever right?

Sadly the game is terrible and looks to be a rushed out game, and it is such a shame with the actual idea of Vigilante 8 does Star Wars being a great concept.

If only the developer could have spent more time with it to hone the controls (sticking in a reverse would be nice) and this could have been a fun little game.

IGN gave the game 6.8 out of 10 and said..

"Despite all my gripes about the visual and gameplay flaws, I actually enjoyed playing the game... in small amounts of time. Although Star Wars Demolition is far from a great game, it's nice to see a Star Wars game that doesn't rely on the license too much. Too bad Jar Jar isn't in the game, cuz I would've upped the score if I could fry his floppy ears off."

So one to mostly avoid unless you see it for a pound at a car boot sale and fancy a small blast on it now and again.

Star Wars: Flight of the Falcon (2003)

[Gameboy Advance]

Set across the three original films, the game charts the story of the Millennium Falcon in what is a technically impressive game for the Gameboy Advance. Sadly though as pretty as the graphics are, the game is simply not that much fun and will have you soon getting bored. It's a real shame as with better design such as shorter levels and more variety this could have been quite good.

IGN gave the game 4 out of 10 and said

"I wanted to like Flight of the Falcon. Really. The screenshots had me abuzz with the feeling that the GBA could potentially get a handheld Rogue Squadron. I kept my enthusiasm on a realistic level, though, seeing many attempts at a fully 3D engine fall flat on the Game Boy Advance. As powerful and efficient as this 3D engine is, it cannot handle what the level designers wanted to pull off in the game. And the game design itself isn't any better; the missions are dreadfully too long and feature very little change in gameplay regardless of the settings and craft to control. Forget what Luke said about the Millennium Falcon the first time he set eyes on it...this game is a hunk of junk."

Star Wars: Trilogy – Apprentice in the Force (2004)

[Gameboy Advance]

This was a genuinely pleasant surprise. Mixing in Prince of Persia elements to a Star Wars game that covers the original trilogy is a great idea. It also one that works pretty well.

The games animation is lovely and for the most part it is good fun, if not the most inspired level design. Consequently it is hardly a classic, but what was there, kept me entertained as a bit of fun.

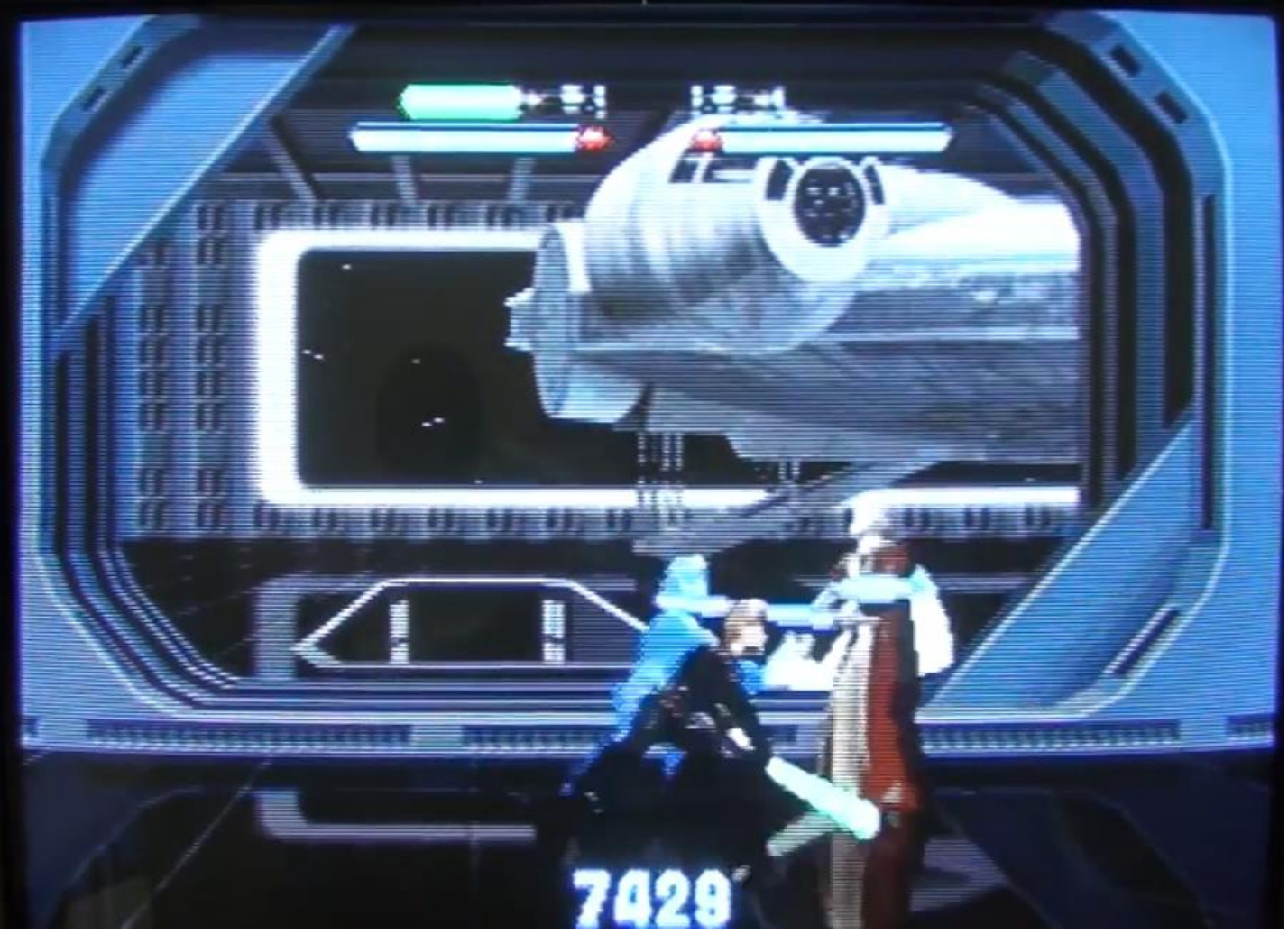
Definitely worth giving this game a go, and see if it is for you.

IGN gave the game 6.5 out of 10 and said

"It's almost as if it's an annual tradition to release a Star Wars branded action game on the Game Boy Advance. This time around, since 20th Century Fox and LucasFilm's going to make a mint on the DVD sales of the original three Star Wars movies, Ubisoft is right there with a GBA game that bunches these three movies into an original action game. This game is definitely the best Star Wars branded GBA title so far, but even the best isn't quite good enough.."

15

HAN
SCORE:
TIME:
509
PLASMA
MAINTENANCE DROID



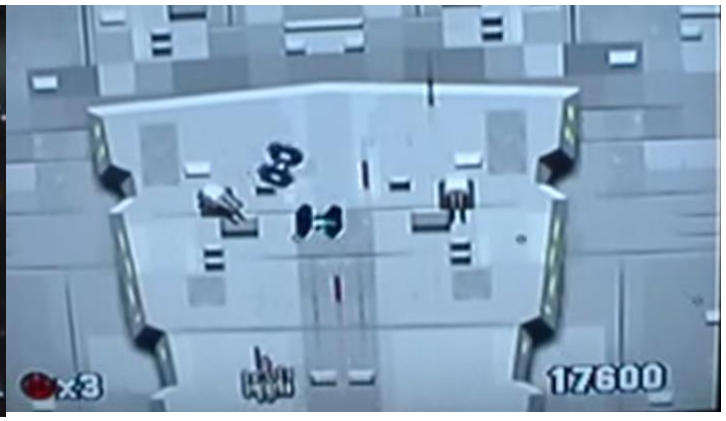
Star Wars: Original Trilogy (2007)

[Jakks Pacific TV Game]

Sadly I don't own this one but watching videos here and also here of the games I have been mightily impressed with it. The 4 games on offer look for the most part good fun and with enough variety to keep you interested for a little while.

Red Leader : Cute little shooter across Space & the Imperial Star Destroyer. Gameplay reminded me a lot of the Master System classic game Astro Warrior (and I mean that as a huge compliment.)

The 4 Games on the TV Game.



Battle of Endor: First you are on a Speeder Bike and then you Play Chewie in an AT-ST walker and take out all the enemies. Reminded me a bit of the Amiga game Walker (but not as good).

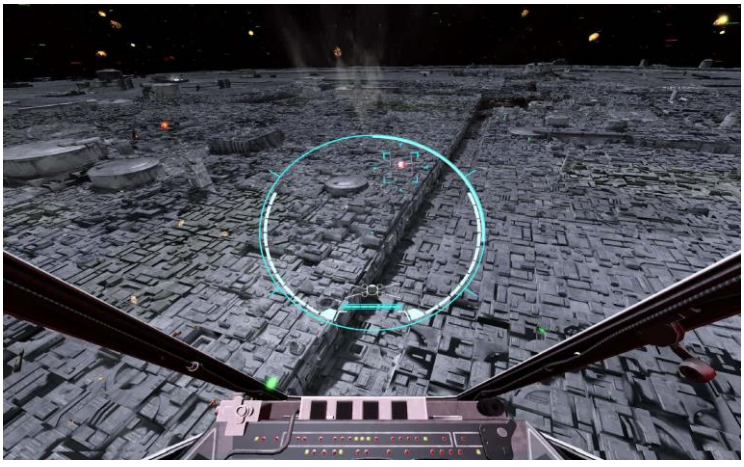
Assault on Hoth > : Another fun little game where you must fire or shield one of the three guns to stop the onslaught of enemies. Think Tapper with AT-AT's

< Lightsaber Duel: Graphically very impressive and you can choose between Obi Wan, Luke, Darth Vador and the Emerpor.

Really a very basic hack and slash game but according to reviewers still really good fun.

Star Wars: Battle Pod (2015) [Arcade]

I was lucky enough to play this at the Namco Funscape in London. It was £2 a go!! but was still worth it as with the curved dome screen you really feel part of the action. Gameplay wise it very much plays like the Star Wars Trilogy space shooting sections, top stuff.. Now all we need is a home port please.



Star Wars: Uprising (Fall 2015) [Mobile]

At time of writing this game hasn't been released yet. But it sounds interesting being set right after Return of the Jedi and what happened right after the Emperor has been killed. So might play a nice bridge between Return of the Jedi and the new Star Wars film (one can hope).

According to the marketing blurb from the developers…

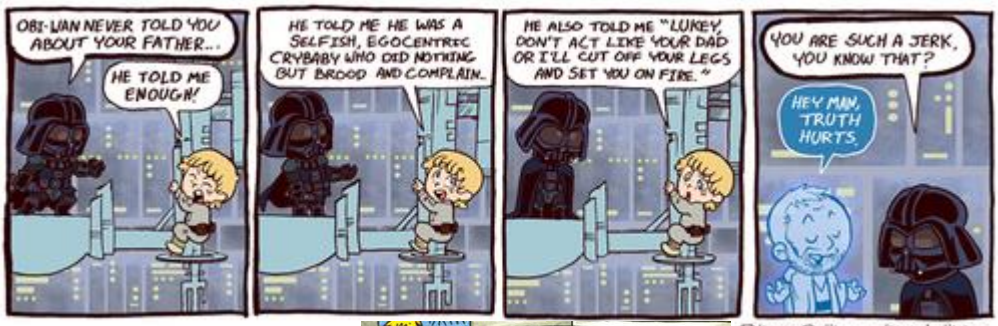
Players will also be able to gather a crew and cartel to partake in "large-scale sector-wide battles that dictate the future of the game universe." Real-time co-op will also be available.

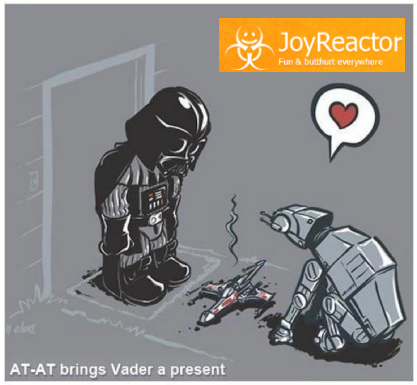
"Star Wars: Uprising will introduce a new chapter of the Star Wars universe that will illuminate dramatic events in the Anoat Sector, inclusive of Hoth and Cloud City, following the Battle of Endor and the death of the Emperor."

its developer explains.

Among the available playable classes are Smuggler, Bounty Hunter, Rebel Guerilla, Diplomat, and Gambler.

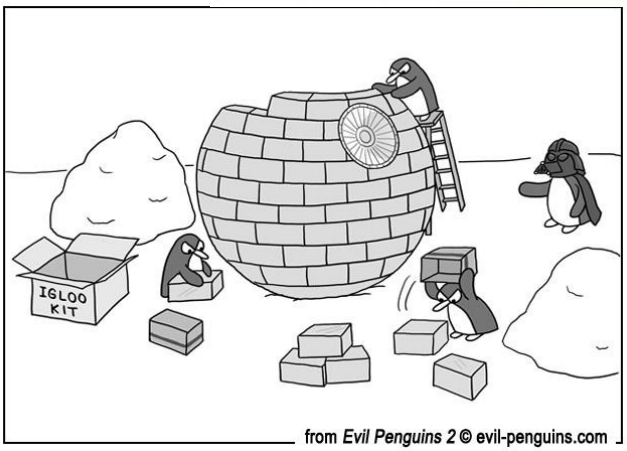
Rainbow 6 (N64 Port)
Rainbow 6 (N64 Port)


OBI-WAN NEVER TOLD YOU ABOUT YOUR FATHER...
HE TOLD ME ENOUGH!
HE TOLD ME HE WAS A SELFISH, EGOCENTRIC CRYBABY WHO DID NOTHING BUT BROOD AND COMPLAIN.
HE ALSO TOLD ME "LUKEY, DON'T ACT LIKE YOUR DAD OR I'LL CUT OFF YOUR LEGS AND SET YOU ON FIRE."
YOU ARE SUCH A JERK, YOU KNOW THAT?
HEY MAN, TRUTH HURTS.
©Kevin Bolk www.kevinbolk.com



STARWARS FUNNY PAGES

The best Star Wars funnies on the web.



FIRST MY DAD CUT MY HAND OFF, THEN I CUT HIS HAND OFF, I PASHED MY SISTER, I BELIEVE MY LIFE IS CONTROLLED BY AN INVISIBLE FORCE, I CAN MOVE THINGS WITH MY MIND AND I SEE DEAD PEOPLE.
JANICE, CANCEL THE REST OF MY PATIENTS.
© DEAN RANKINE 2011

See More Crazy Pictures & Videos on **Owned.com**

LUKE FINALLY GETS SOME PROFESSIONAL HELP

I'M NOT LOOKING FOR A FRIEND.
I'M LOOKING FOR A JEDI MASTER!
AW... YODA! YOU SEEK YODA.
HECK, CHUCK NORRIS WOULD DO!
TAKE YOU TO HIM, I WILL.
SHORTLY...
YOU MUST BE LUKE SKYWALKER.

BLUE MILK SPECIAL IS A NONPROFIT WEB COMIC THAT IS NOT ENDORSED BY LUCASFILM LTD
STAR WARS CHARACTERS ARE USED UNDER FAIR USE LAWS IN PARODY WITH NO INFRINGEMENT INTENDED.
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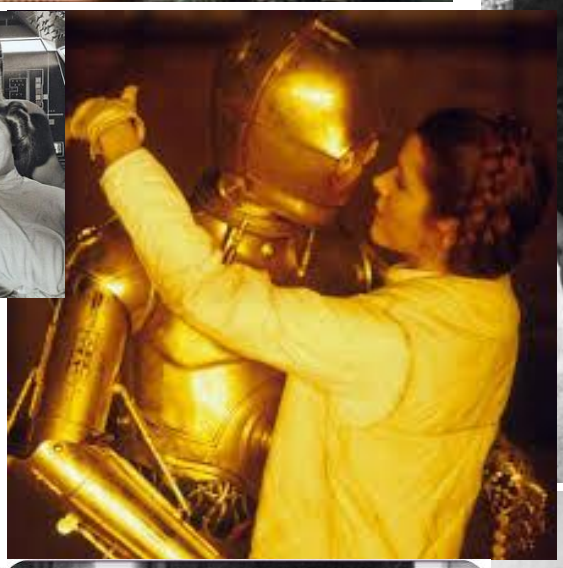
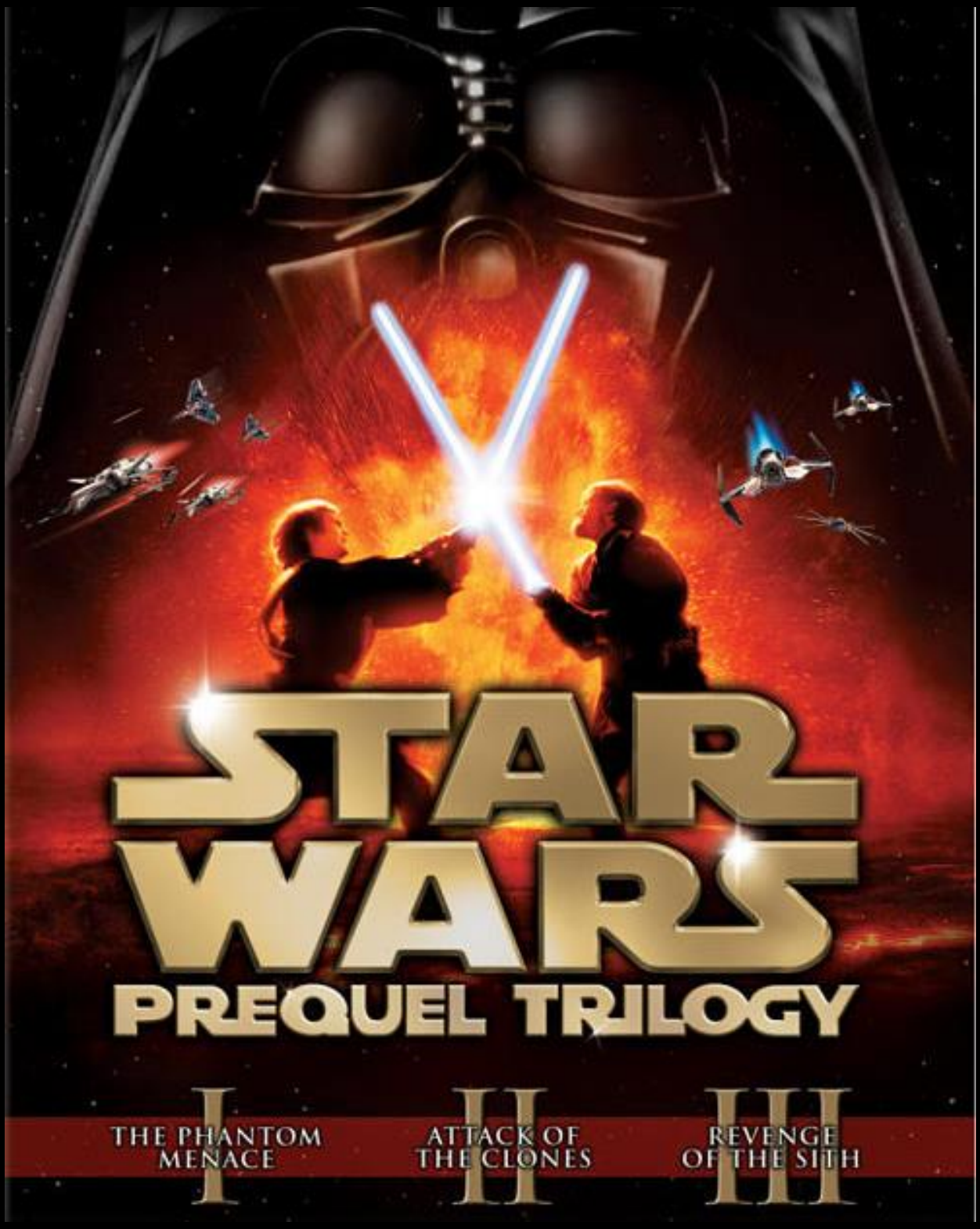
Ways to Kill Jar Jar...

(No Jar Jar's were harmed in making this page)



© Lucasfilm Ltd.

The Prequel Trilogy....



EVERY SAGA HAS A BEGINNING

STAR WARS EPISODE I THE PHANTOM MENACE

STAR WARS EPISODE I THE PHANTOM MENACE

Starring LIAM NEESON EWAN McGREGOR NATALIE PORTMAN JAKE LLOYD IAN McDIARMID

Co-starring ANTHONY DANIELS KENNY BAKER PERNILLA AUGUST FRANK OZ

Music by JOHN WILLIAMS Produced by RICK McCALLUM

Written and Directed by
GEORGE LUCAS

LUCASFILM Ltd

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Special Visual Effects and Animation by INDUSTRIAL LIGHT & MAGIC

A LUCASFILM LTD. Production – A TWENTIETH CENTURY FOX Release

Soundtrack Available on SONY CLASSICAL Read the Novel from DEL REY BOOKS

www.starwars.com

STAR WARS : EPISODE I
THE PHANTOM MENACE

"Turmoil has engulfed the Galactic Republic. The taxation of trade routes to outlying star systems is in dispute.

Hoping to resolve the matter with a blockade of deadly battleships, the greedy Trade Federation has stopped all shipping to the small planet of Naboo.

While the congress of the Republic endlessly debates this alarming chain of events, the Supreme Chancellor has secretly dispatched two Jedi Knights, the guardians of peace and justice in the galaxy, to settle the conflict...."

About the Film

Set 32 years before A New Hope, this charts the story of two Jedi Knights attempting to resolve a trade dispute on planet Naboo. On their travels they also meet a young boy Anakin Skywalker (Darth Vader) and arrange with the Jedi council to train him as a Jedi, believing him to be the chosen one.

Released on the 19th May 1999 to mostly mixed opinions from fans and critics alike, this was mainly due to the bad dialogue, and introducing unpopular characters such as Jar Jar Binks.

Still it did phenomenally well with it making $924.3 Million, only second to Titanic in initial theatrical earnings.

I have recently re-watched the film and whilst it is nowhere near as good as the other Star Wars films, it is still enjoyable fun. My main gripe, is that the ships all look too advanced, shiny and new and not battered and real like the original trilogy.

Still the lightsaber fights are a lot cooler here and the Ben-Hur podcast race section would produce some excellent Star Wars games ☺

Star Wars: Episode I – The Phantom Menace (1999) [PlayStation, Windows PC]

Never did the opening lines of Obi Wan saying “I have a bad feeling about this.” ring true as I started to play this pap…

The ugly 3D (even back then) I can forgive.. But the lacklustre repetitive gameplay I cannot ,a real missed opportunity…

Still I suppose if I had been under 10 when this game came out then I can imagine having fonder memories of it…but for the rest of us this is a game best avoided.

PC Gamer gave it 71 % and said

“Ultimately, The Phantom Menace just isn't much fun. It's simplistic button-pushing and combo-jumping exercise. Rather than build upon the cool environments of the movie, it slinks around the outskirts of them. All the awesome sound effects and music and coloured lighting and rolling destroyer robots in the world can't change the fact that this game plays like a series of barely interactive postcards from the film.”

Gamespot gave it 4.2 out of 10 on the PlayStation and said…

“This game manages to disappoint all audiences. Game players will be frustrated by the game's sketchy control. Fans of the movie will be bummed out by the overall presentation. It all adds up to one Death Star-sized failure.”

Star Wars Episode I: Racer (1999)

[Dreamcast, Nintendo 64, Windows, Mac, Game Boy Color]

As the box says… Feel the Force, 600 MPH 4 feet. off the ground. And boy do you feel the speed in this game, with it giving games like F-Zero a run for its money. The game plays really well with lots of variety to the 21 tracks across 8 worlds. Combine all that with clever use of sound and actual commentators from the film lending their voices.. and you have a really authentic feeling Star Wars racing game.

IGN for the N64 version gave it 7.2 out of 10 and noted that they found it too easy initially, and that you could only do 2 player and not 4 player. For the Dreamcast version they only gave the game 6 out of 10 and lambasted the version for not utilising the full power of the Dreamcast.

For me I really enjoy this game. It may not be a classic but it is still a load of fun. I really want to do a Windows LAN party of this game, now that I know you can do up to 8 players on the PC versions!! ☺

Pod Racing maybe dangerous, but it sure lets you see the Galaxy. Here are the planets you will be racing on.

Tatooine
The desert planet where Anakin and Luke grew up, and an essential part to the Star Wars saga.

Mon Gazza
Used to be second only to Kessel for Spice Mining but was located in Separatist space during the Clone Wars and now is a shadow of it's former self.

Ando Prime
Third planet of the Ando sun. A snowy planet that originally held only the native Talid and the ancient Order of Dai Bendu monks, before a population surge due to mining.

Aqualaris
A water planet, known for its beautiful temples and pod racing.

Malastare
home to the Dug race (creature who Sebulba is). Ethereal swamp like planet with lots of forests.

Oovo IV
A planet located in the outer rim. Known for its maximum security penal colony.

Baroonda
A geographically diverse known for its sandy beaches.

Ord Ibanna now a deserted Tibanna mining colony, the planet is now-a-days used almost exclusively for pod racing.

PORT WARS

WHICH WAS THE BEST HOME PORT OF THE GAME?

N64 (1999)

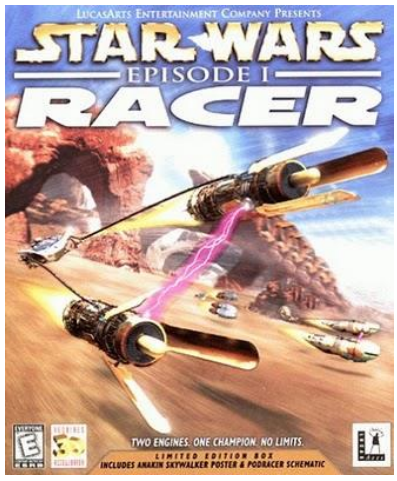
With the N64 expansion pack in your machine this game really impresses. It's might be missing the cut scenes of the Dreamcast and PC ones but still plays amazingly well and without all those load times. Sadly you only get 2 player multi player in this version.

Dreamcast (1999)

Like the N64 version this impresses as well with fab graphics and added sound. Also it has cut scenes thanks to the CD format. Sadly like the N64 version you can only do 2 player multi player. You could upload your scores on online leader boards which is really cool though.

Windows / Apple Mac (1999)

Nicer sharper graphics here. The big advantage though is the multiplayer. You can do up to 8 people across a LAN on Windows 98. Damn how awesome would that be ☺ All in all this is probably the definitive version to own, as long as you can handle all the faffing of setting it up.



Gameboy Color (1999)

Totally different to the other versions. This has only two podcasts racing and chooses overhead viewpoint. The game reminded me a bit of Micro Machines. All in all I had a nice bit of fun with this version.

Star Wars: Racer Arcade (2000)

[Arcade]

Now I was lucky enough to play this gem of a game just a few months ago (in a place called The Lido in a town named Worthing), where they had a working 2 player cabinet. Needless to say, myself and my daughter promptly put in a few quid (it was 50p a go) and had a grand old time. This arcade game made by Sega is different to the home ports. In this version, there is a limited use turbo button which is a tantalising glowing red button in the middle of your controls. The controls are awesome here as well with you having two accelerators allowing you to control each motor independently. So to turn left for example you simply have pull back and give less power to your left motor. It is an intuitive system and really makes you feel you are controlling a pod racer like in the film.. After spending some good time with this game however, I did…

..find that I had some gripes with the game. The main thing is that the tracks in the game are only 4 tracks and only 3 planets being…Tatooine's, Etti IV (a Stormy planet) and Malastare (a water planet). So we found very quickly that we had seen everything there was to see with the game. Still for short lived fun then this game is well worth tracking down.

Sadly this game isn't emulated yet.. So you will have to track down the arcade machine.

SEGA

STAR WARS™ RACER™ ARCADE

ZOOM into the world of Podracing – and never look back!

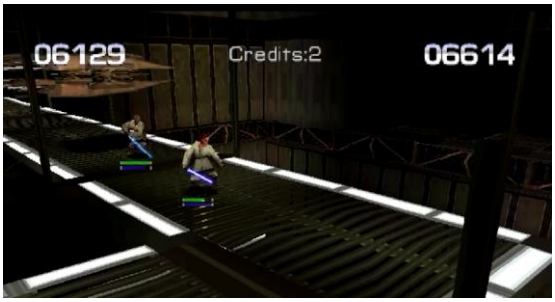
FLY THROUGH THE INCREDIBLE EXPERIENCE OF THE *STAR WARS*: RACER ARCADE GAME!

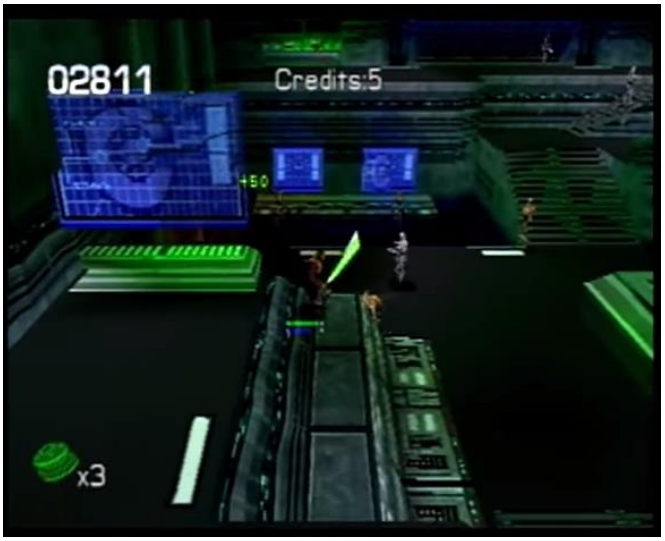
SUPERB GRAPHICS AND BOOMING SOUND BRING THE FEEL OF THE SPEED AND THRUST OF THE PODRACER TO LIFE!

Star Wars: Episode I – Jedi Power Battles (2000)

[PlayStation, Dreamcast, Gameboy Advance]

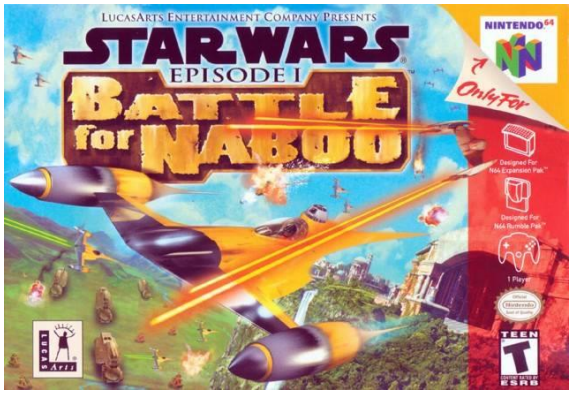
After the disaster of the Phantom Menace game Lucas Arts redeemed themselves a little with this game. This time you and a friend can get to control one of the four Jedi' Qui-Gon Jinn, Obi-Wan Kenobi, Mace Windu, Plo Koon, and Adi Gallia's) for some lightsaber swinging action. Sadly the game still seems rushed here and things like poor collision detection, lacklustre level design and ugly graphics ruin what is essentially quite a solid game premise.





Star Wars: Episode I – Battle for Naboo (2000)

[N64, Windows]



After the brilliant Factor 5 Rogue Squadron game on the N64 the team turned their attention towards the first prequel film, and this time having you take control over the Naboo voluntary security force and taking down the droid army.

The game is a really enjoyable single player experience, which has a nice variety of land, flight and spaceship battles and all with varied mission briefs. In many ways therefore it is actually a better game than Factor 5's first Rogue Squadron game, taking all they have learned from that game and improving upon it.

Unfortunately for me at least the prequel ships are terrible designs and so these vehicles (just like the films) look out of place and fake. Still look past that and you will have a lot of fun with this game.

Another criticism given is that there is no multi player experience in the game. This isn't much a problem for me personally, but it is a shame they didn't include any.

IGN gave the game 9 out of 10 on the N64 version and said…

"Battle for Naboo doesn't waste its time holding your hand in the first few levels. You're thrown into fierce fight sequences and ordered to complete objectives without question. This is all for the better, because the control and gameplay is so intuitive that you wouldn't want to spend your time crusing around a training room learning how to steer. Surprisingly, though, I find the later levels to be the most enjoyable."

In summary give this game a go and be pleasantly surprised.

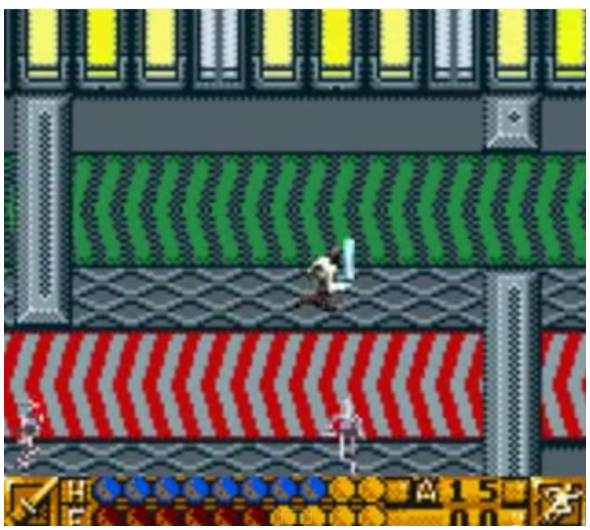
Star Wars: Episode I – Obi-Wan's Adventures (2000)

[Gameboy Color]

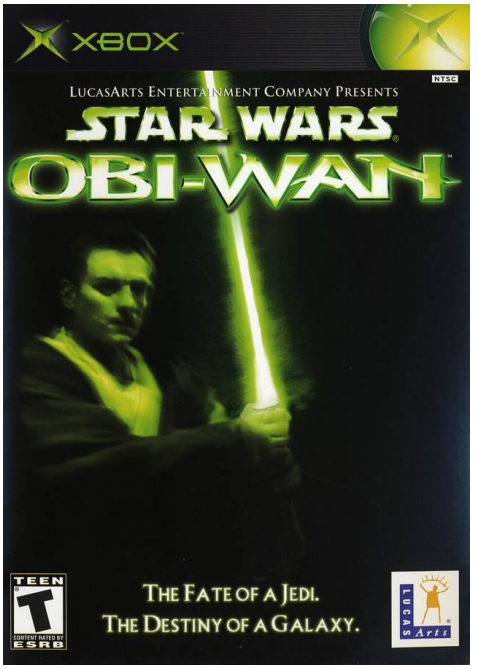
This game is a real shame as underneath the terrible blurry graphics and terrible clunky controls is some nice ideas.

IGN gave the game 5 out of 10 and said…

"The power of the dark side has overcome this Star Wars adventure, and though Obi-Wan puts up a brave fight with tremendous swordsmanship and intelligent puzzle design, the dark side remains. Murky visuals and slothful control destroy any hope of greatness in this game. This day, evil has won. However, the level of detail in the sound and the lost detailing in the graphics speak of an effort well conceived even in its death. With the advent of the Game Boy Color and the promise of a new day, we're hoping that the future of LucasArts' handheld adventures may still hold promise. This battle is a loss, but there will be another."



Star Wars: Obi-Wan (2001) [Xbox]



Set just before the film, it has you play Obi-wan investigating a crime ring and going to such locations as Coruscant and Cloud 9. Basically the game plays like Jedi Power Battles game with cool force powers added to it all. So if you like that kind of mindless hack and slash gameplay and can look past the slight clunky controls of the gameplay then there is some forgettable fun to have here.

IGN gave the game 5.9 and said

"The cool parts of Obi Wan are very cool. There are moments where you can handle entire rooms full of enemies with a force push here, yanking a weapon there and a few well choreographed lightsaber swings. It can end up looking like your own custom created movie scene. The problem is Obi Wan doesn't facilitate this often enough for the gamer. You end up interacting with the game in an entirely different way.

Put it this way, there were power-ups I wouldn't go after simply because they were at the end of narrow walkways and I knew I couldn't align the camera properly to make it there and back. The Xbox is not the place for defensive gaming."

Star Wars: Super Bombad Racing (2001)

[PlayStation 2]

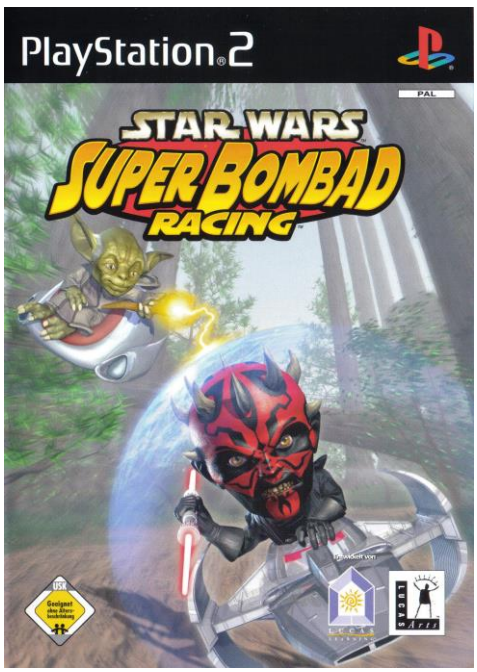
I enjoy Kart racers, so when I discovered through doing this book that there was a Mario Kart Star Wars game I went straight on to eBay and bought it for a couple of quid.

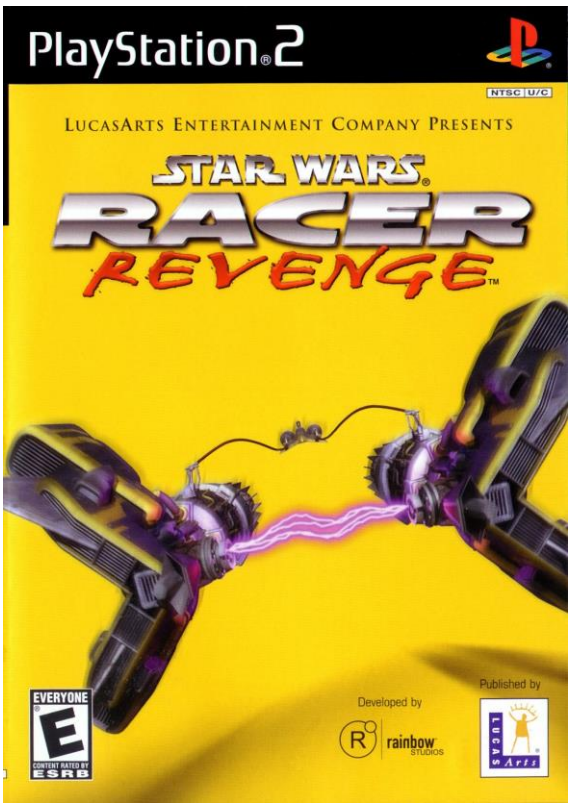
On playing the game I found it quite a solid (if average) little racer. It is by no means a classic, but what there is really good fun. I also loved the bobble head characters in the game, and who doesn't want to be a bobble head Darth Maul? (or is that just me?).

The locations are nice and varied, and the tracks makes good use of the full 3D. Also the cute animations of your Kart racers are adorable. Yes definitely one to pick up cheap, just don't expect to be blown away by it.

IGN gave the game 7.8 out of 10 and said..

"If you, like me, can accept the goofy personality and minor technical difficulties of Super Bombad Racing, it's an excellent kart racer, and one that does a decent job of moving the genre forward (which was the last thing we expected from Lucas Learning, of all companies). The track design and variety is excellent, and while the single-player championship is over relatively quickly, the nine race tracks provide plenty of multiplayer replay value. And if you still can't stand Jar-Jar, even in a game designed to suit him, you can always have fun dropping him in the Sarlacc a couple of hundred times."





Star Wars Racer Revenge (2002)

[PlayStation 2]

This is an actual sequel to the Star Wars racer game, and it has you play a slightly older Anakin boy who decides to go pod racing again. The graphics are nice on the PS2 and there and there is a nice wide range of tracks and things to unlock.

I did however find it lacking something of the original. It just didn't seem as fun as the original) when I played it.

GameSoft gave the game 7.1 out of 10 and said…

"Though Racer Revenge is a lot of fun and plays great, it's simply too short. You can conceivably beat the tournament mode within two hours if you're a seasoned zero-G racing fan or within three hours if you're not. If you factor in the fact that you'll need to beat the game another five times to unlock everything, this will help matters, but it'll still be five times through the same tracks. Even with the alternate routes, racing around the same tracks can get repetitive."

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TIME: 01:01.80
LEAD: -00:02.67
KO: 1
POS: 3/7
402
TEMP

LAP: 1/3
TIME: 00:06.76
LEAD: -00:00.94
KO: 0
POS: 6/8
395
TEMP

PLAYER 1
ANAKIN SKYWALKER
SELECT PODRACER
BACK
CONTINUE

LAP: 1/3
TIME: 00:29.39
LEAD: -00:00.14
KO: 0
POS: 3/8
314
TEMP

STAR WARS
EPISODE II
ATTACK OF THE CLONES

STAR WARS : EPISODE II
ATTACK OF THE CLONES

"There is unrest in the Galactic Senate. Several thousand solar systems have declared their intentions to leave the Republic. This separatist movement, under the leadership of the mysterious Count Dooku, has made it difficult for the limited number of Jedi Knights to maintain peace and order in the galaxy. Senator Amidala, the former Queen of Naboo, is returning to the Galactic Senate to vote on the critical issue of creating an ARMY OF THE REPUBLIC to assist the overwhelmed Jedi...."

About The Film

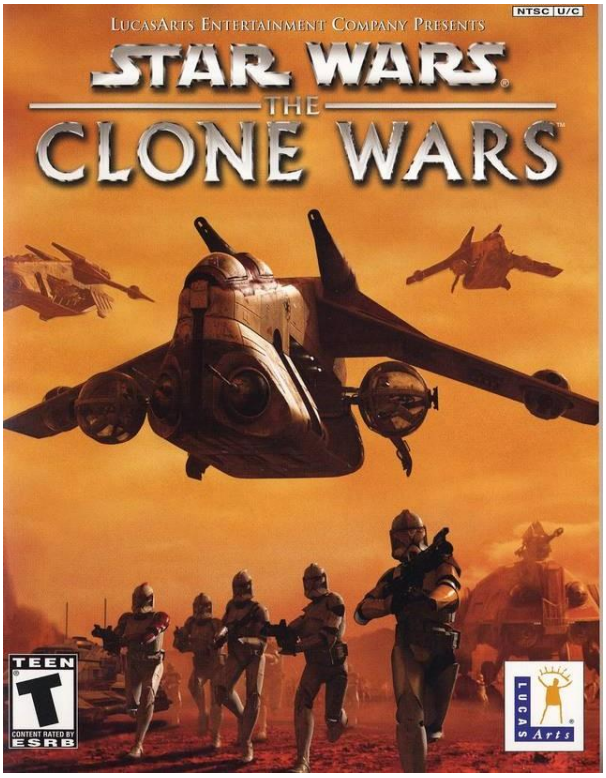
Released on the 2nd May 2002 and set 10 years after the Phantom Menace. A faction of political separatists, led by Count Dooku, attempts to assassinate her. There are not enough Jedi to defend the Republic against the threat, so Chancellor Palpatine enlists the aid of Jango Fett, who promises that his army of clones will handle the situation.

For the second film you get to see CGI heavy set pieces, A brooding older Anakin Skywalker, who gets it on with Padme in awkward romance scenes, Yoda doing Kung Fu fighting… Surely everyone loves that right?

For me personally this is the weakest Star Wars film, with the constant overuse of CGI everywhere really pulling you out of the action. Also Anakin has become brooding and annoying now throughout.

Star Wars: The Clone Wars (2002)

[Nintendo GameCube, Xbox and PlayStation 2]



I really enjoyed this game. Following on right from where the second film finishes off it lets you take part in one of the biggest battles in the Star Wars episode. This means you get to play as Anakin Skywalker, Mace Windu or Obi-Wan Kenobi and lead the Republic Army against the Confederacy of Independent Systems.

The game reminded me very much of the Battle of Naboo game by Factor 5 with its emphasis on ground vehicles.

IGN gave the game 7.6 out of 10 and said…

"Clone Wars is intense. It's some of the best pure shooting action to be found on this or any system to date. Even on the default "Jedi Knight" (medium) difficulty setting, players will find themselves scrambling right out of the gate to stay alive against the barrage of oncoming projectiles and sizzling laser blasts flying over the hills. Clone Wars is unlike most of the other Star Wars vehicle shooters for this very reason: its pure, arcade-driven intensity. You can't afford to sit still and regain your composure between waves of foes, otherwise you'll find yourself and your buddies as a smoking black splotch on the side of a nearby hill courtesy of a deadly Spider Walker."

All in all if you want a simple hi-octane shooter that is genuinely a lot of fun to play then this is definitely worth a go.

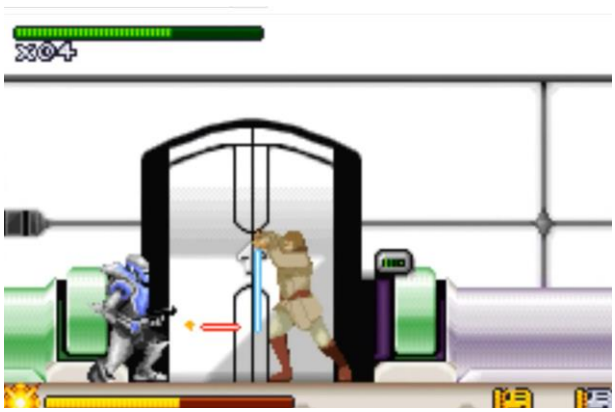
Star Wars: Episode II – Attack of the Clones (2002) [Gameboy Advance]

The first thing that strikes you when you start up the game is blimey those sprites are huge!! Your main character and enemy sprites take up the whole screen. Of course gameplay wise that doesn't leave a lot for puzzles or complex levels, and so this game really is a simple hack and slash.

Interspersed with these hack and slash levels are terrible and I mean TERRIBLE!! 3D sections. How the game makers thought they would leave them in I will never know, as these sections are dull and almost unplayable.

IGN gave the game 6.5 out of 10 and said…

"Isn't exactly the most polished of all the videogames that use the license, but it does have its moments...in brief shots."



Star Wars: The New Droid Army (2002)

[Gameboy Advance]

Basic and dull game really, but for a small diversion, I have played far worse.

GamePro gave the game 6 out of 10 and said…

"Droid Army's one-note gameplay includes fierce button tapping broken up by stretches of aimless wandering; the vague missions ("make your way to X") don't help. On the plus side, Anakin gains Force powers like Push and Speed, injecting a bit of strategy into the otherwise simplistic action. In combat, the controls are serviceable but clunky, while Anakin executes killer saber combos, targeting enemies isn't always easy. Without varied gameplay, this Droid Army ultimately puts up a weak fight."

Star Wars: Republic Commando (2005)

[Xbox, Windows]

Not really my cup of tea being a first person squad based shooter. But it is really cool that you get to play an elite squad for the Republic so I guess that makes you Jango Fett (kind of as you are DNA clone). In control of Delta squad, the nice thing is its set as a lead into the third film, and expands on the prequel story.

Gamespot gave it 8.7 out of 10 and said…

"If you're a fan of Star Wars or action games, Republic Commando is easy to recommend. The single-player aspect combines the elements of this generation's best action games with an added flavor that's all its own. The campaign offers nonstop action from start to finish, making the game easily one of the most enjoyable and memorable Star Wars experiences in recent memory. Our only caveats are that the campaign won't last you long, and the multiplayer is merely competent, which doesn't make the game stand out in a crowded market of first-person shooters. Even with that in mind, the quality single-player experience of Republic Commando should not be missed by anyone who fancies him- or herself an action game aficionado."

The best way play this today is to go on to the web stores GOG.com or Steam.

STAR WARS
EPISODE III
REVENGE OF THE SITH
STAR WARS EPISODE III REVENGE OF THE SITH
Starring EWAN McGREGOR NATALIE PORTMAN HAYDEN CHRISTENSEN
IAN McDIARMID SAMUEL L. JACKSON CHRISTOPHER LEE
Co-starring ANTHONY DANIELS KENNY BAKER FRANK OZ
Music by JOHN WILLIAMS Produced by RICK McCALLUM
Written and Directed by
GEORGE LUCAS
Special Visual Effects and Animation by INDUSTRIAL LIGHT & MAGIC
A LUCASFILM LTD. Production -- A TWENTIETH CENTURY FOX Release
Soundtrack Available on SONY CLASSICAL Read the Novel from DEL REY BOOKS
www.starwars.com

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STAR WARS : EPISODE III
REVENGE OF THE SITH

"War! The Republic is crumbling under attacks by the ruthless Sith Lord, Count Dooku. There are heroes on both sides. Evil is everywhere. In a stunning move, the fiendish droid leader, General Grievous, has swept into the Republic capital and kidnapped Chancellor Palpatine, leader of the Galactic Senate. As the Separatist Droid Army attempts to flee the besieged capital with their valuable hostage, two Jedi Knights lead a desperate mission to rescue the captive Chancellor....

About The Film

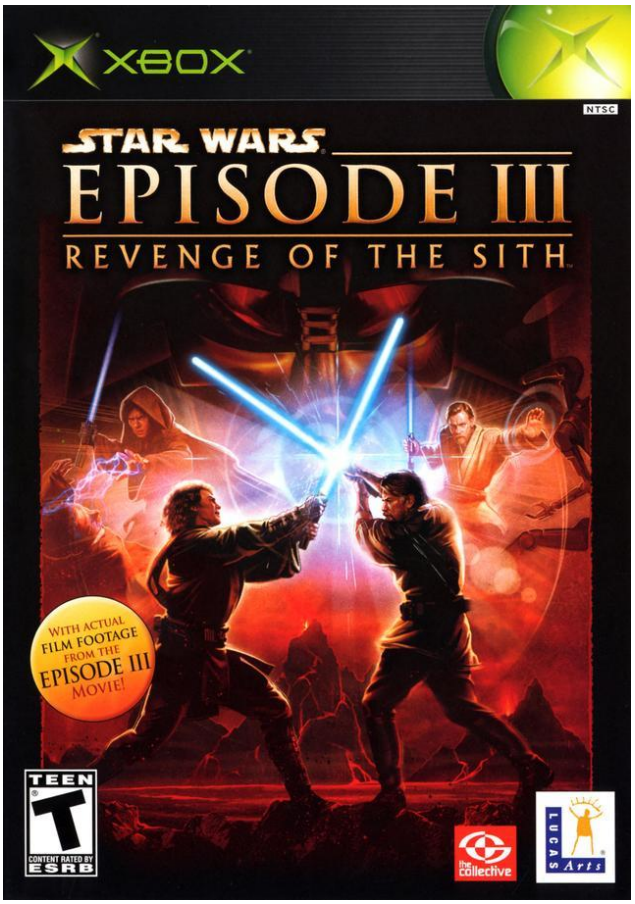
Released on the 19th May 2005 the concluding part of the Star Wars prequel trilogy is by far the best of that trilogy. Set three years after the second film and nineteen years before A New Hope the film charts the fall of the Republic and the rise of the Empire and how Anakin Skywalker became Darth Vader.

Thankfully the ship designs are far more real-world in this film and therefore much better. Also it helps seeing the Emperors plans coming to conclusion finally.

The only gripe I have always personally had is the motives and speed of which Anakin fully embraces and joins the Dark Side.

Apart from that, it was a satisfying conclusion to the prequels.

Star Wars: Episode III – Revenge of the Sith (2005) [Xbox, PlayStation 2, Game Boy Advance, Nintendo DS]



A simple hack and slash action game that is the definition of average. Still don't go in with high expectations and there can be some basic fun to be found, especially in co-operate multiplayer.

Released a few days before the film (4th of May) the fact that this had actual film clips from the unreleased movie, which was a big deal. I remember seeing this in the shop Game and being mightily impressed by the games visuals

Despite the nice looking graphics, the game is a case in point where the style has come to the sacrifice of the gameplay. The biggest problem you see is the motion captured animations, that lock you into a move. This means once you have started a move then you can't change it. This makes the game frustrating and broken on a fundamental level.

Gamespot gave the game 5 out of 10 and said

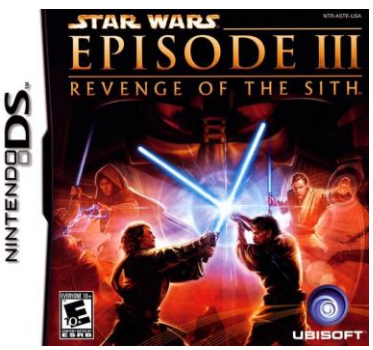
"Revenge of the Sith can be simple-minded fun if you don't expect much from it, especially if you've got someone to play the cooperative mode with, but it's far from the "ultimate Jedi action experience" the box claims it is."

Now the DS and Gameboy Advance version is a much better prospect in fact it reminded me a lot of those classic Capcom brawlers. Not only is the cartoon art style absolutely gorgeous but the game plays so darn well throughout.

This is definitely a hidden Star Wars gem that needs to be played by all.

Of all the reviews I felt Nintedojo put it best when they gave it 8 out 10 and said…

"Most people will tell you to buy the DS version over the GBA version. I beg to differ. The GBA version is, in my opinion, fully equal to the DS version if not superior because you can play it on the big screen with the Game Boy Player, it has co-op multiplayer, it is cheaper, and, besides the space combat, it works the same as the DS version. As a fan of brawlers and Star Wars, I loved this game. However, for the casual gamer, it may get tedious. Keep that in mind if you're going to drop on it. As a brawler, it's top notch, so fans of Golden Axe, the Turtles series, and X-Men arcade game will be very pleased with the action in this title, especially if you're a Star Wars fan."



Star Wars: Revenge of the Sith (2005)

[Jakks Pacific TV Game]

These Jakks TV games comes in three different designs for the budding collector. But all three have the exact same games.

All in all the games are a bit of simple fun and worth having a quick go on if you see these for sale cheap at a car boot.

There five included games are:

Droid Invasion - Obi-Wan Kenobi must use his lightsaber to deflect the Separatist droid army's laser beams and save the Republic.

Coruscant Attack - Separatist insurgents have dared to launch a brutal sneak attack on the Republic capital of Coruscant. Lead Obi-Wan Kenobi into battle against surging waves of enemy fighters. Destroy gigantic battleships in Obi-Wan's sleek Jedi starfighter.

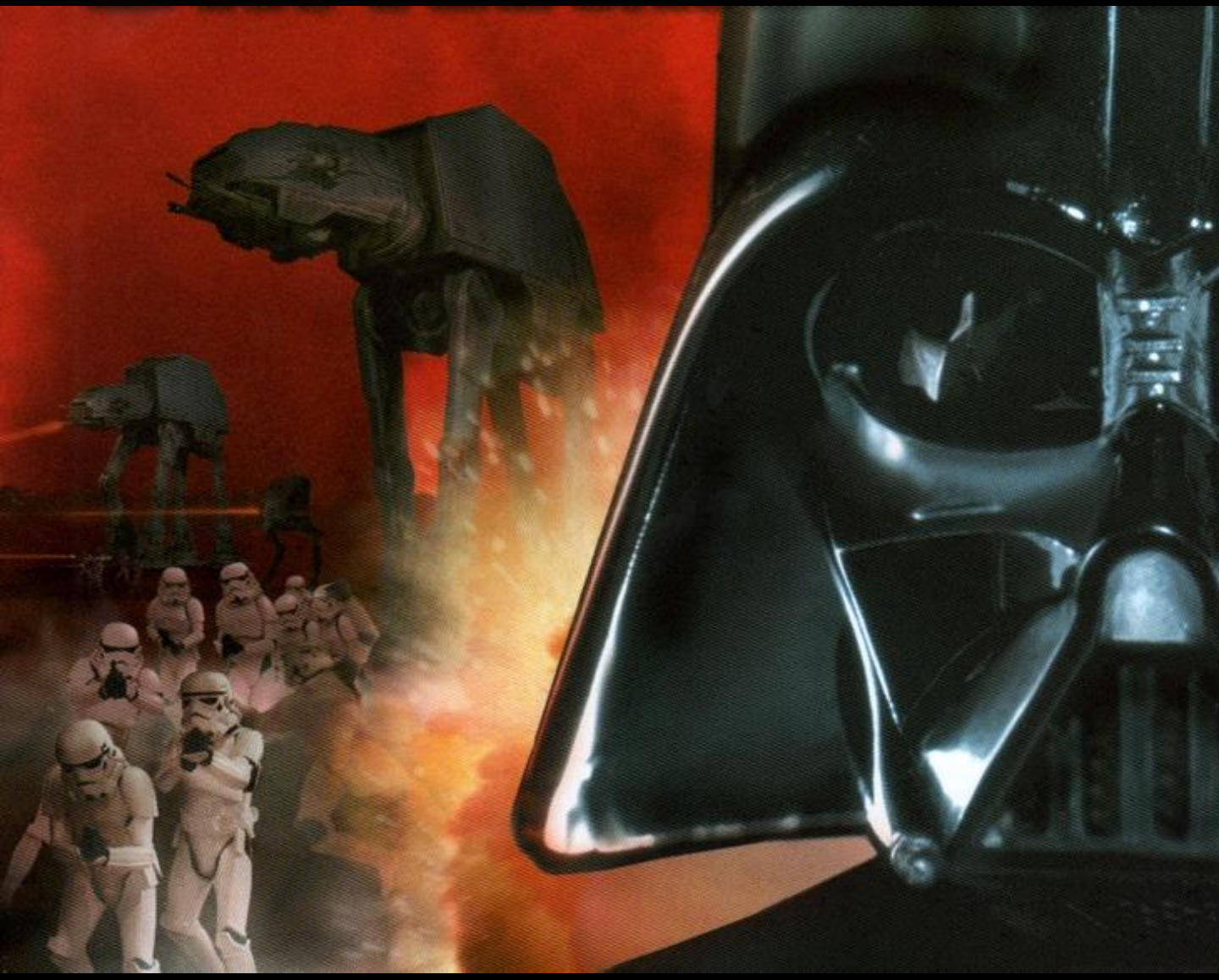
Grievous Onslaught - Anakin Skywalker has landed on General Grievous' flagship. He must fight his way through hordes of merciless battle droids to storm the bridge and rescue Chancellor Palpatine.

Gunship Battle - The daring forces of the Republic battle Separatist insurgents in every sector of the galaxy. Pilot a gunship to decimate the enemy on the ground so clone troopers can break-out and advance. Turn the tide of the war, one shattered planet at a time.

Utapau Chase - General Grievous has been tracked to his hiding place on planet Utapau. Obi-Wan Kenobi must pursue the General's fleeing wheel bike, and in a climatic battle, end the Separatist threat once and for all.

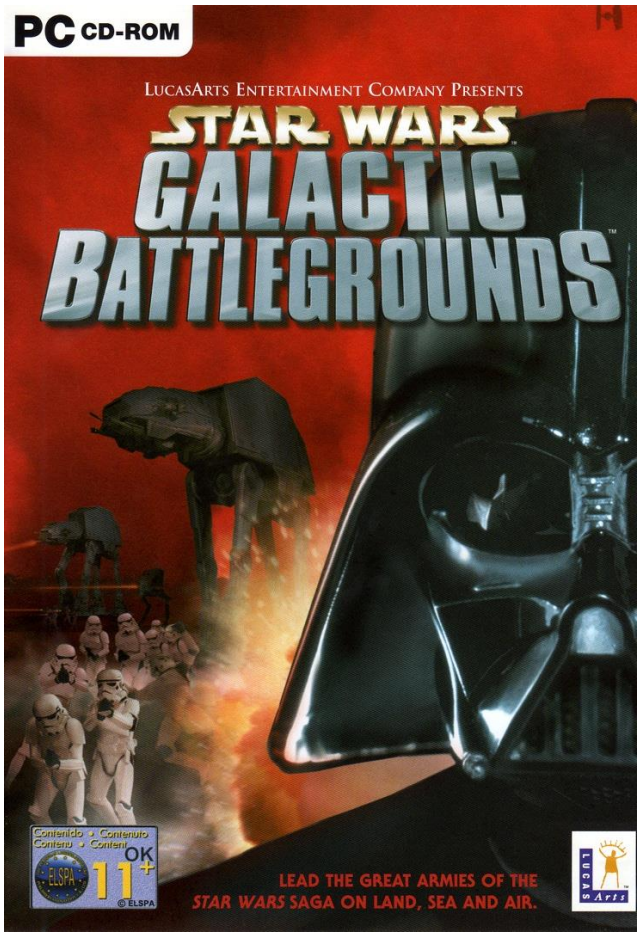
Game Series Based On The Both Trilogies...

Galactic Battlegrounds Series...



Star Wars: Galactic Battlegrounds (2001)

[Windows, Mac]



Essentially this takes the Age of Empire game (specifically the 2nd) and reskins it to a Star Wars setting. I don't say that as a derogatory statement either, as I find this a fab game.

The press blurb reads…

An epic real-time strategy set against a backdrop of the entire Star Wars saga. The conflicts involve six key civilizations: Galactic Empire, Rebel Alliance, Wookiees, Gungans, Royal Naboo, and the Trade Federation. Execute your campaign over land, sea, and air with more than 300 different units and structures in single-player campaigns, skirmishes, and multiplayer battles.

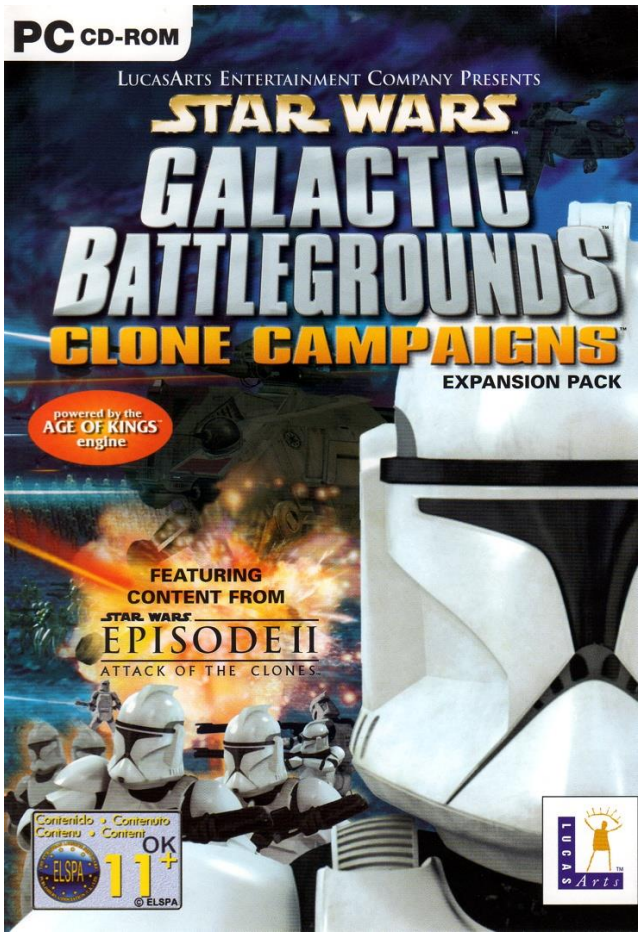
What is particularly cool is that the scenarios are nice and varied and takes you through all of the films…plus it s friggin' STAR WARS and you are controlling armies and Wookie armies to boot!!! Still liberties taken with the Star Wars Universe may cause some fans to get upset, but for me it's a game and a darn good one.

GameSpot gave the game 8.2 and said…

"Star Wars Galactic Battlegrounds will send Star Wars purists into a tizzy. Tauntauns on Tatooine? Dewbacks in outer space? Naboo Fighters tussling with X-Wings that haven't been invented yet? Tie-Fighters with shields? And since when do Wookiees have tanks? The Star Wars universe already requires a willing suspension of disbelief, but most fans at least expect some internal consistency."

Today the best place to buy this game on GOG.com as you can but this game and the Clone Campaign expansions (see next page) pretty cheaply.

Star Wars: Galactic Battlegrounds: Clone Campaigns (2002) [Windows, Mac]



A great expansion to the first game that lets you fight in the Clone Wars.

GameSpy gave the game 82% and said

"Clone Campaigns is a full expansion, and the developers took care to offer an experience well worth the purchase price. Overall, you won't find anything truly different about Clone Campaigns, but that's generally not what expansion packs are all about. If you enjoyed the original game, then the expansion adds plenty more to keep you interested … or revive it if your interest was souring."

00:34:58 (Normal)
--Cloning Research Complete--
--Worker Created--
--Kamnoan Heist Research Complete--
--Cargo Hovercraft Created--
--Troop Center Built--
Tech Level 4
548
386
1557
909
118/118
Carbon Collector
Republic
Resonance22
Eyewitnesschicken: For a decent price?
Eyewitnesschicken: I mean like. I found mine for like $4. Lol.
Commissar_robo_: u need to download it
Commissar_robo_: or $200 on amazon
Necrolam75: Wow
Tonymeg: berries in the future lol seems legit
www.youtube.com/user/Resonance22Channel
www.twitch.tv/Resonance22

STAR WARS
GALACTIC
BATTLEGROUNDS

Tech Level 3
633
1231
185
1000
View Lock
Fog of War
Dome Loop
Strike Mech
Trade Federation
BurnKnight

Objectives have changed
Theed Civilian: 7532/5000
Theed Military: 2469/5000
Shepherd492: 4918/4918
Trade Federation: 0/0
Tech Level 4
0
0
0
0
43/75

Empire at War Series...

Star Wars: Empire at War (2006)

[Windows, Mac OS X]

Made by Petroglyph Games Inc. (a breakaway studio filled with veterans who brought us Dune 2 and Command and Conquer series) you know you are in for a treat.

IGN gave the game 7.6 and said…

"Gamers who are looking for an authentic Star Wars experience will not be disappointed with this one. It evokes all the charm and excitement of the childhood action figure wars that have been fought all across the nation over the last thirty years.

When you add in the great sense of scale and the comprehensive roster of units available, Empire at War is like the ultimate digital toy box, at least for the original trilogy."

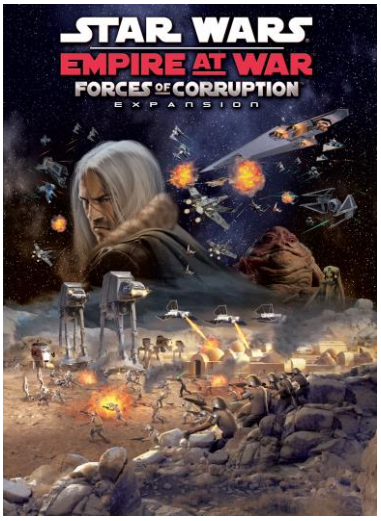
They did go on to say however the limited troops and two-sided nature of the fights results in it becoming repetitive. For me though I love this game and I don't even like Real Time Strategy games that much.

Today GOG.com is the best place to buy it as its cheaper than Steam and has the manuals and cards included.

Both give the Gold pack, which is this and the expansion pack on the following page.

Star Wars: Empire at War: Forces of Corruption (2006)

[Windows]



This is a generous expansion pack that gives players a whole new faction called the Zann Consortium which an underworld crime faction in it for themselves. Not only that but the Rebels and Empire factions get additional troops as well and all across thirteen new planets to battle on.

IGN gave the expansion 8.5 out of 10 and said..

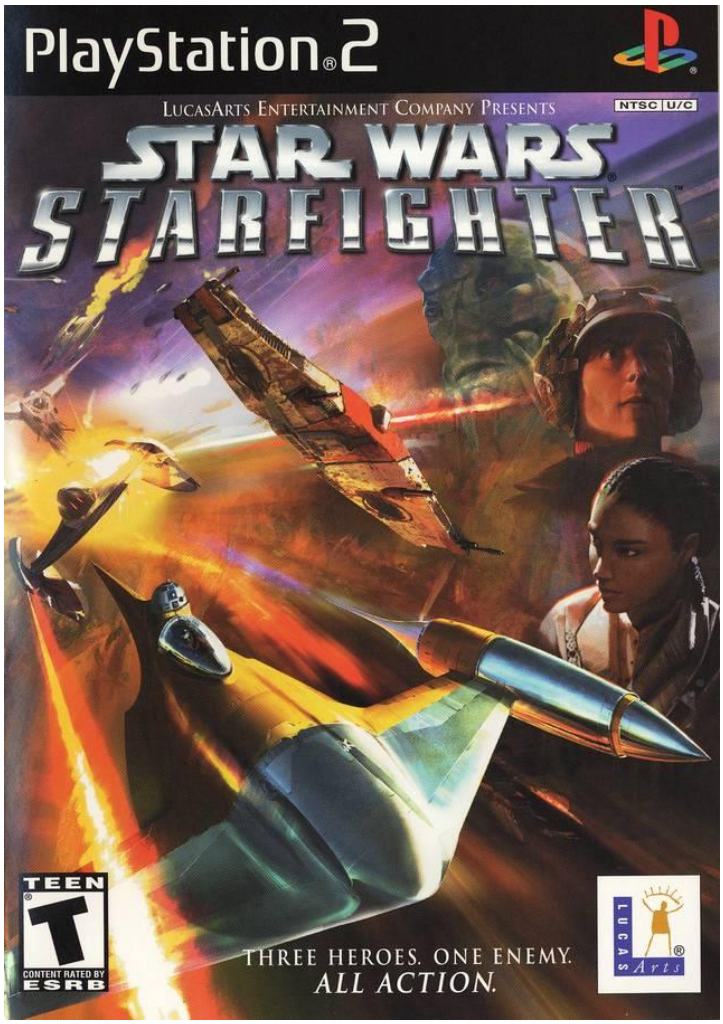
“they've managed to make all the necessary improvements to the original design while still creating loads of entirely new content. Those who disliked the repetitiveness of the original game will definitely appreciate the new faction, the new campaign and the units and abilities.”

STAR WARS EMPIRE AT WAR

Star Fighter Series...

Star Wars: Starfighter (2001)

[PC, PlayStation 2, Xbox]



Now this game was a huge pleasant surprise to me, as I missed it entirely back in the day because I hate the prequel ships of what it is based.

Playing the game today I am mightily impressed with it. The game is a really solid arcade space shooter in the Rogue squadron vein and works really well.

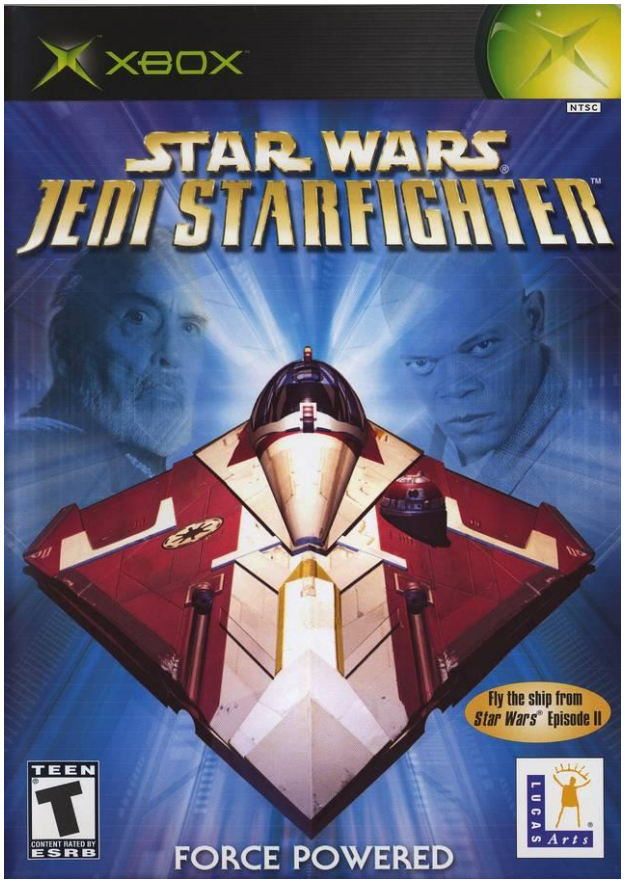
Set in the time of the Phantom Menace it has you play three characters in the Battle of Naboo (Rhys Dallows, Vana Sage, and Nym) and each bring their own unique craft and viewpoint to the battle which makes the game really enjoyable.

IGN gave it 9 out of 10 and said…

“Star Wars: Starfighter is one the best space shooters that has been released on PC or console and in the Star Wars universe or out of it. It has a similar feel to titles like Colony Wars, Rogue Squadron, and the X-Wing/Tie-Fighter games, but on a much larger and more polished scale.”

A year later the Star Wars Starfighter special edition was released on the Xbox and PC. This has better graphics and improved multiplayer (along with a few tweaks).

Today the easiest way to play the game, outside of picking up the game for a couple of quid for the consoles.. Is to but the game on GOG.com or Steam.



Star Wars: Jedi Starfighter (2002)

[Xbox, PlayStation 2]

Nice sequel that has you fight battles as Jedi Master Adi Gallia in his Force powered ship and alien space pirate Nym. The game is set right after the Trade Federation has won the battle of Naboo and the Galaxy is unsettled. One of the cool things is that now you can do Force attack on enemies as well as your weapons.

EuroGamer.net gave the game 80% and said…

"For the most part the graphics, sound, gameplay and narrative come together to form one of the most enjoyable Star Wars games in recent history. There are a few loose ends, like the skyline glitches on the penultimate level and the fairly rudimentary menu system, but on the bright side you can fire a planetary cannon and take an X-Wing into combat against a Sabaoth Destroyer. Honestly, how many games let you do that convincingly? The best Star Wars space combat game since TIE Fighter, and more focused and accessible than Rogue Leader. Need I say more?"

Star Wars: Starfighter (2003) [Arcade]

To be honest I can find nothing about this game outside of this flyer. I do wonder if it was ever released?

STAR WARS
STARFIGHTER
ANIMATED VIOLENCE MILD
You are a heroic rookie Naboo Starfighter pilot. Encounter vast environments from the enormous open plains of Naboo to the interior corridors of the Droid Control ship orbiting in space. Blast through wave after wave of enemy starships, battle droids, tanks, and fortress turrets! Fly through space, over lush green planet surfaces, around bubbling volcanic lakes, inside a massive starship and more! Increasing challenges as you survive and progress to the next level! Your faithful R2 unit Wrench is on board to help you achieve your objective, to save Naboo by infiltrating and destroying the Droid Control and Trade Federation ships!
Outstanding interactive motion base - Feel the cockpit pitch and roll as you fly! Shake from the blasts of enemy laser bolts!
5 levels of non-stop Star Wars Starfighter action
Fight and destroy newly created evil bosses in every level
Harrowing deep space and planetary missions
TSUNAMI
TSUNAMI VISUAL TECHNOLOGIES, INC.
454 KATO TERRACE
FREMONT, CA 94539
TEL. 510.661.9588
FAX. 510.661.9587
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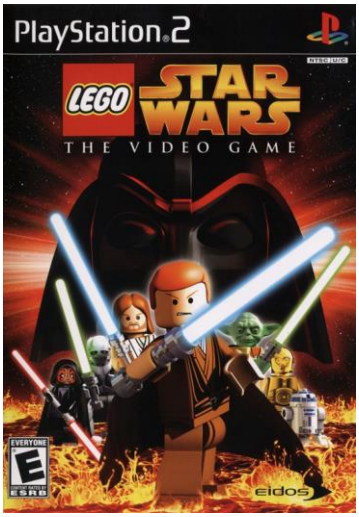
LEGO Star Wars Series...

Lego Star Wars : The Video Game (2005)

[Windows, PlayStation 2, PlayStation Portable, Xbox, Xbox 360, Nintendo GameCube, Nintendo DS, Game Boy Advance, Mac]



When news announced that UK developer Travellers Tales was working on a LEGO Star Wars cross over game based on the new prequels… It was as if millions of voices suddenly cried out in terror… with gamers prepared to have two childhood memories ruined for them.

Then it was released, and it turned out to be a fabulous game, full of great humour and picking fun at the Star Wars films of which it is based. This is definitely a game you can sit down as adult or child alike and have a lot of fun with it.

It maybe not be that tough, but then that's the point, the game is all about searching and collecting. Exploring all the locations in the prequel films, all lovingly re-created in LEGO.

IGN gave the game 8 out of 10 and said..

"If you're a parent, LEGO Star Wars: The Video Game should be at the top of your child's birthday list. It has everything a family-oriented title needs: it has personality, puzzles, cooperative modes, replay value, low violence, a lack of frustrating difficulty, and most importantly, it has Darth Vader. And that's what makes it enjoyable for adults too, because let's face it; Darth Vader makes everything better -- it's a fact."

Lego Star Wars II: The Original Trilogy (2006)

[Windows, PlayStation 2, Xbox, Nintendo GameCube, Game Boy Advance, Mac]

As great as the original game was, it still was based on the inferior prequel trilogy and not the original. Thankfully Travellers Tales rectified this in the sequel making the game even better.

IGN gave the game 8 out of 10 and said…

"a great entry-level title for young Star Wars fans looking to expand their portable videogame horizons. Its violence is never scary, its humour is always funny, and its gameplay is always fun. Sure it's easy and simple -- and it does get hit by the repetition bug now and again -- but the bottom line is that it's a heck of a lot of fun and has a great amount of lasting appeal beyond a single play-through. Best family game this year? Probably so."

Lego Star Wars: The Complete Saga (2007)

[Windows, PlayStation 3, Xbox 360, Nintendo DS, Wii, Mac, iOS]

This takes the first two games (so all six films) and places them together with better graphics, extra levels and online multiplayer. This is definitely the best version to own if you don't have the games, but there is not enough new content to justify rebuying this one as well.

Lego Star Wars III: The Clone Wars (2011) [PlayStation 3, Xbox 360, Nintendo DS, Nintendo 3DS, Wii, PlayStation Portable, Windows, Mac]

LEGO Star Wars again, but this time based on the animated cartoon series as opposed to the films. It is more of the same and for me it looses something being based on a cartoon series I don't personally enjoy. Still its still good fun never the less.

IGN gave the game 7.2 and said…

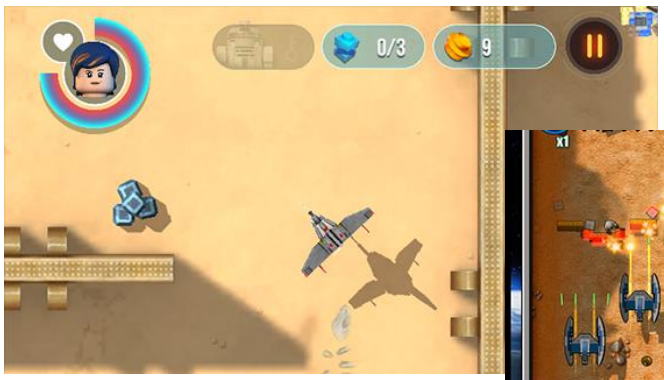
"The atmosphere is downright adorable, and the use of the license is excellent. Most importantly, though, the various types of gameplay that the developers have thrown together may not be all that amazing on their own, but the elements work together to create a well-paced, easy-to-understand game that is good fun for anyone. If you've been looking for a game to play with your kid (or a game to let your inner kid play), look no further."

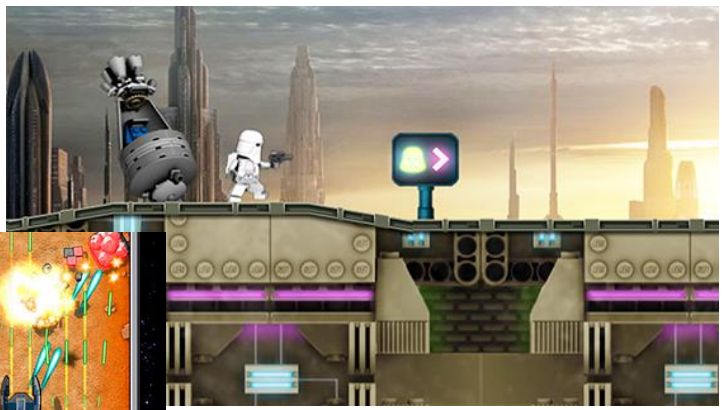
Lego Star Wars Android and iOS games

LEGO's website has a host of Unity written games on Star Wars for you to enjoy

http://www.lego.com/en-gb/starwars/games

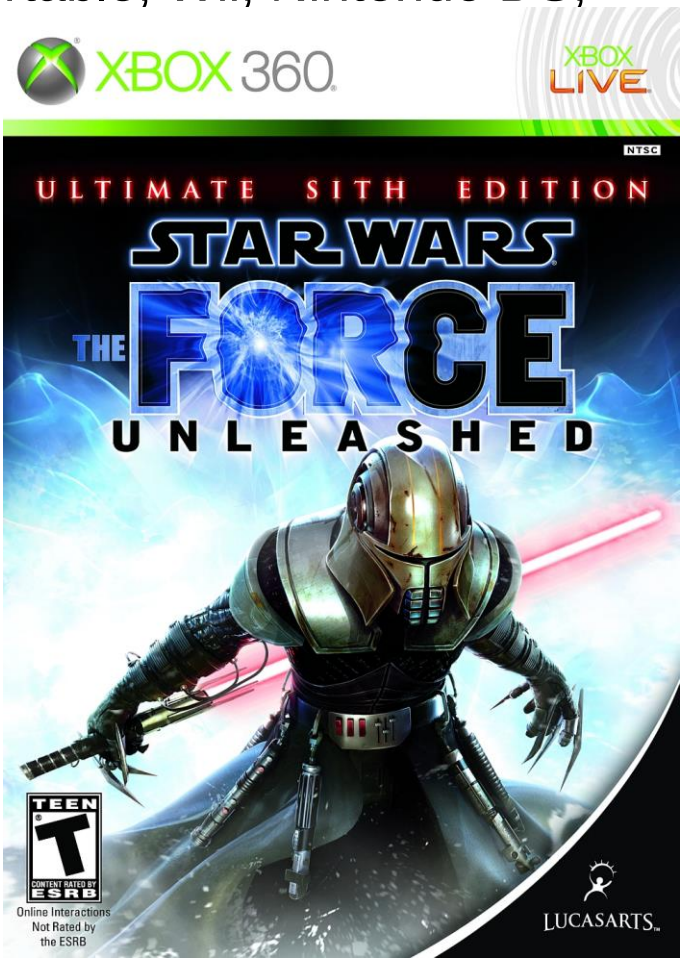
Enjoy.





Force Unleashed Series...

Star Wars: The Force Unleashed (2008) [Windows, Mac OS, Xbox 360, PlayStation 3, PlayStation 2, PlayStation Portable, Wii, Nintendo DS, iPhone OS]



This game is set between Revenge of the Sith and A New Hope and has the player take control of a young Jedi who Darth Vader has taken on as apprentice. You play that apprentice and must embrace the dark side.

The first time you start it up and get to be Darth Vader in a jaw droppingly gorgeous setting, you think you are about to play the best Star Wars game of all time. Sadly as the game progresses it turns out to be a simple action, hack and slash with admittedly cool force powers bolted on.

Still it is definitely worth having a go.

The Ultimate Sith edition is the same game but with three re-imagined levels to enjoy – being Tatooine, Jedi Temple and Hoth level.

IGN gave the game 7.2 out of 10 and said…

"a valiant effort at rejuvenating the largely underwhelming Star Wars videogame franchise. Uninspired level design and some tedious enemy battles mar an experience that gives you power over the Force like we've never really seen before. While it's far from perfect, Star Wars fans will find that it's worth playing through simply for its story and the ability to use the Force in fairly awesome ways."

Star Wars: The Force Unleashed II (2010)

[Windows, Wii, Nintendo DS, Xbox 360, PlayStation 3, iPhone OS]

Sequel offering more of the same with a much weaker story to the first game. In truth I don't think it does much different than the first, its just the novelty has of the basic hack 'n' slash and Force powers have worn off and it all feels quite tired and repetitive by the time you get to this game.

IGN gave the game 6.5 out of 10 and said…

"It's disappointing that The Force Unleashed 2 not only fails to tell an interesting yarn, but also somehow manages to make the cool combat mechanics feel relatively pedestrian by failing to have enough variation in combat, or enough outside of combat to break up the pacing. Hard-core Star Wars fans should still check this out, but, as Master Yoda might say, "a good game The Force Unleashed 2 is not."

One part of the game that should be mentioned, is the infamous Battle Of Endor DLC. Here you are charged with murdering Chewie, Han and Leia (and many hundreds of Ewoks) on your way to victory in perhaps one of the darkest moments in Star Wars gaming history.

Star Wars: The Force Unleashed developer LucasArts publisher LucasArts
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Knights of the Old Republic Saga...

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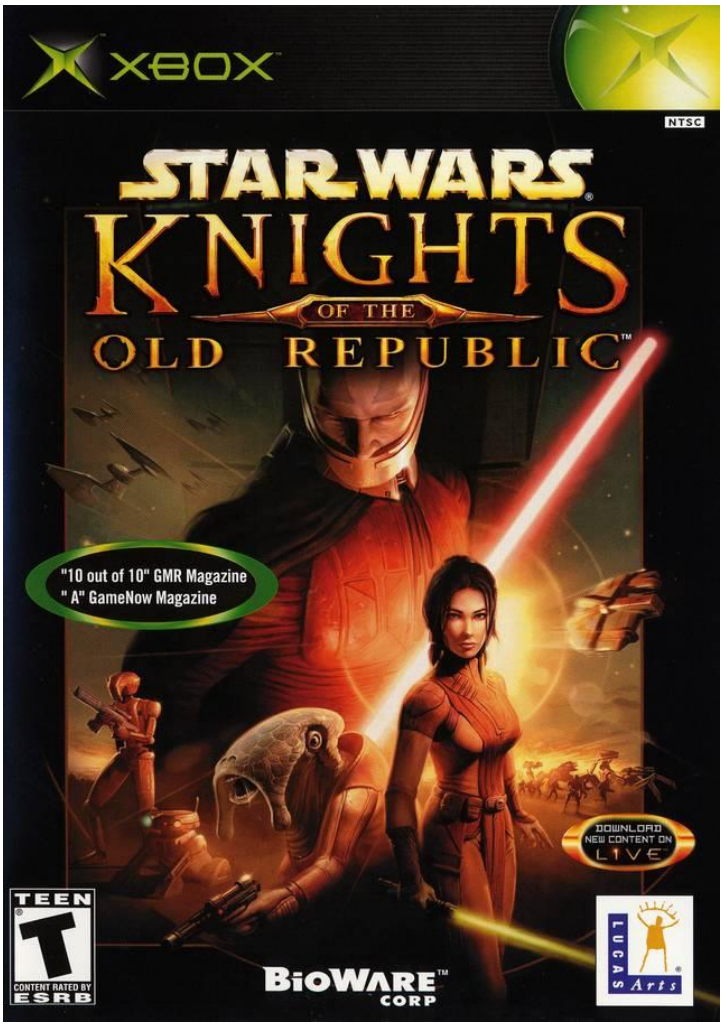
Star Wars: Knights of the Old Republic (2003)

[Windows, Xbox, Mac, iOS, Android]



Set 4000 years earlier than the films this Star Wars universe is a different world. Made by Bioware , who had made a name for themselves doing the Bauldur's Gate games, so anticipation for them doing a Star Wars RPG was hotly anticipated.

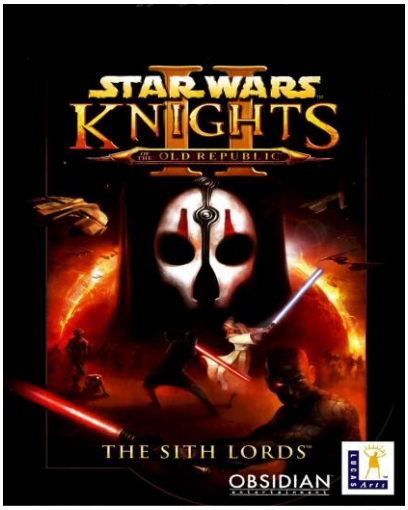
What they produced is a tremendous 3D RPG that stealthily hides the Dungeon and Dragon D20 system behind it all and makes a compelling game to play.

For those who have played their more recent games like Mass Effect and Dragons Age then it will give you some idea of the pleasures to expect.

Play this game today, GOG.com has it on PC as does Steam so there is no excuse to play this modern masterpiece.

IGN gave the game 9.5 out of 10 and said...

"an outstanding game because it covers every single angle in terms of audience expectations. It's got enough Star Wars to satisfy the fans and enough pure fun to draw in people who normally wouldn't get into role-playing games. You'll see this on several Game of the Year nomination lists if not at the very top soon enough."



Star Wars: Knights of the Old Republic II: The Sith Lords (2005) [Windows, Xbox]

For the sequel Bioware would pass on the reins to newly formed developer Obsidian Entertainment Ltd. But as these were almost all former Black Isle Studios who had been instrumental in continuing the Baldur's Gate sequels it all made natural sense. They also did a phenomenal job as well, making a sequel that almost bettered the original.

Set five years after the first game, where the Sith have almost complete control over the Galaxy and the Jedi are almost all extinct.

IGN gave the game 8.7 out of 10 and said…

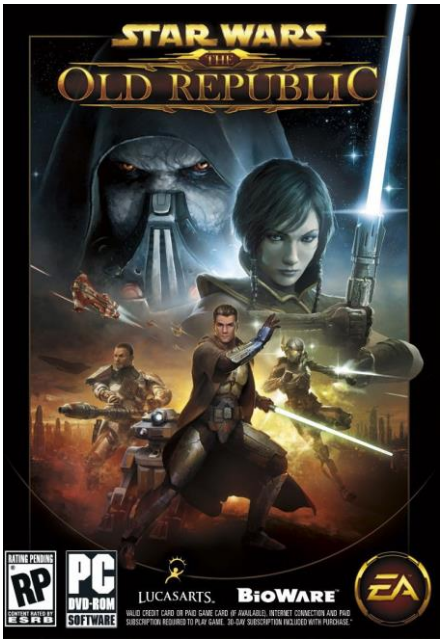
"If you like roleplaying games or if you like Star Wars, you'll be hard pressed to find a game as enjoyable as Knights of the Old Republic II. Sure, it's got some technical problems and, sure, it starts fairly slowly but if you can see past those flaws, you're in for one hell of a treat. The moral choices are much more varied and integrated into the overall experience this time around. I wish the new influence system had more of an effect on the actual narrative but the idea is intriguing in any case."

All in all this is another gem that needs to be played.

You can pick up the sequel on GOG.com and Steam

Star Wars: The Old Republic (2011)

[Windows]



A massively multiplayer online RPG set 1000 years before Phantom Menace. It is supposed to be amazing, but I am always personally wary about playing these online subscription based RPG's because my spare time is precious enough (and I am grumpy and so don't like online ☺) .

Still if you want to disappear into a deep engaging futuristic adventure then this is the game to play.

You can play the game initially for free and then pay a monthly subscription here.

http://www.starwarstheoldrepublic.com

Enjoy, and don't blame me for your spare time disappearing from you if you decide to give the game a go.

Executive Producer GEORGE LUCAS Director DAVE FILONI Producer CATHERINE WINDER

Writers HENRY GILROY STEVE MELCHING SCOTT MURPHY

Editor JASON TUCKER Score by KEVIN KINER Original Star Wars Themes and Score by JOHN WILLIAMS

LUCASFILM Ltd

PG PARENTAL GUIDANCE SUGGESTED
SOME MATERIAL MAY NOT BE SUITABLE FOR CHILDREN
SCI-FI ACTION VIOLENCE THROUGHOUT, BRIEF LANGUAGE AND MOMENTARY SMOKING

IN THEATERS AUGUST 15

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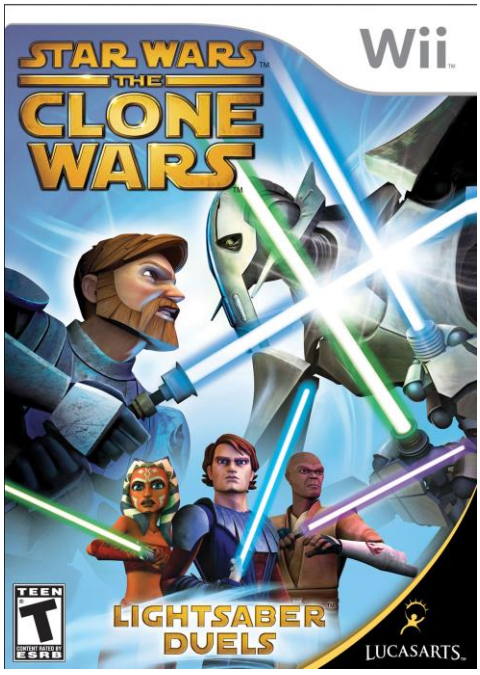
WARNER BROS. PICTURES

www.starwars.com

Star Wars: The Clone Wars – Lightsaber Duels (2008) [Wii]



As soon as I first saw the Wii console and mad friends waving a stick controller around, I like many immediately thought that a first person Lightaber game would be on the cards. So when this game came out, I was really excited.

Sadly the game is terrible though, with over simplified controls that makes you never feel in control of what is going on. Eurogamer.net gave the game 2 out of 10 and said…

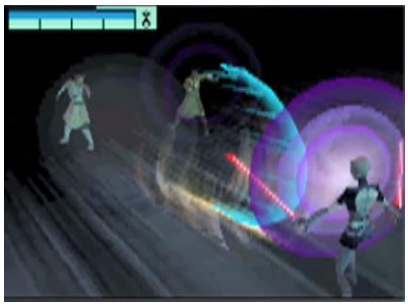
"The game is simply incapable of delivering the sort of fluid gameplay the concept demands. There's no flow or grace to the fights, just frustrated gesticulation as you try to bludgeon your way past a control scheme unfit for human consumption. Shallow and broken in all the ways that matter, Lightsaber Duels is precisely the sort of mindless hand-waggler that gives the Wii a bad name."

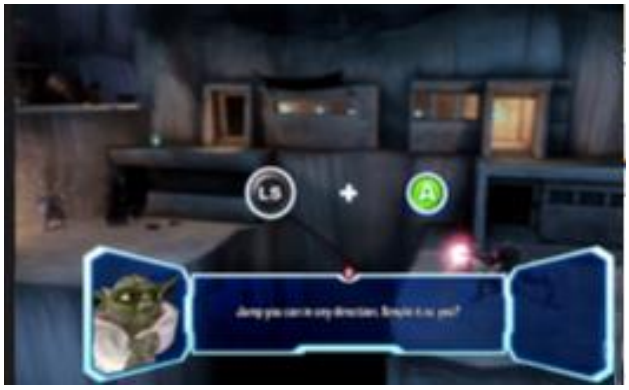
Star Wars: The Clone Wars – Jedi Alliance (2008) [DS]

A really solid DS game and surprisingly good fun.

IGN gave the game 8 out of 10 and said…

"one of the most ambitious and impressive action titles to hit Nintendo's portable all year. With simple, but fun stylus-based controls and amazing production values by DS standards, Jedi Alliance is an entertaining experience through and through and comes highly recommended to fans of the Clone Wars license. That said, any handheld owner looking for a well-made diversion will find a quality selection waiting with this stand-out effort."





Star Wars: The Clone Wars – Republic Heroes (2009) [Windows, PlayStation 2, Nintendo DS, PlayStation PSP, Vita, Xbox 360, PlayStation 3, Wii]

Terrible controls and dull gameplay makes this one game to definitely avoid.

IGN gave it 4.5 out of 10 and said…

"there's really nothing here that'll keep anyone, young or old, interested for very long. Even if it does, you or your kin are bound to be frustrated at numerous sections and will likely wind up putting down the controller sooner or later."

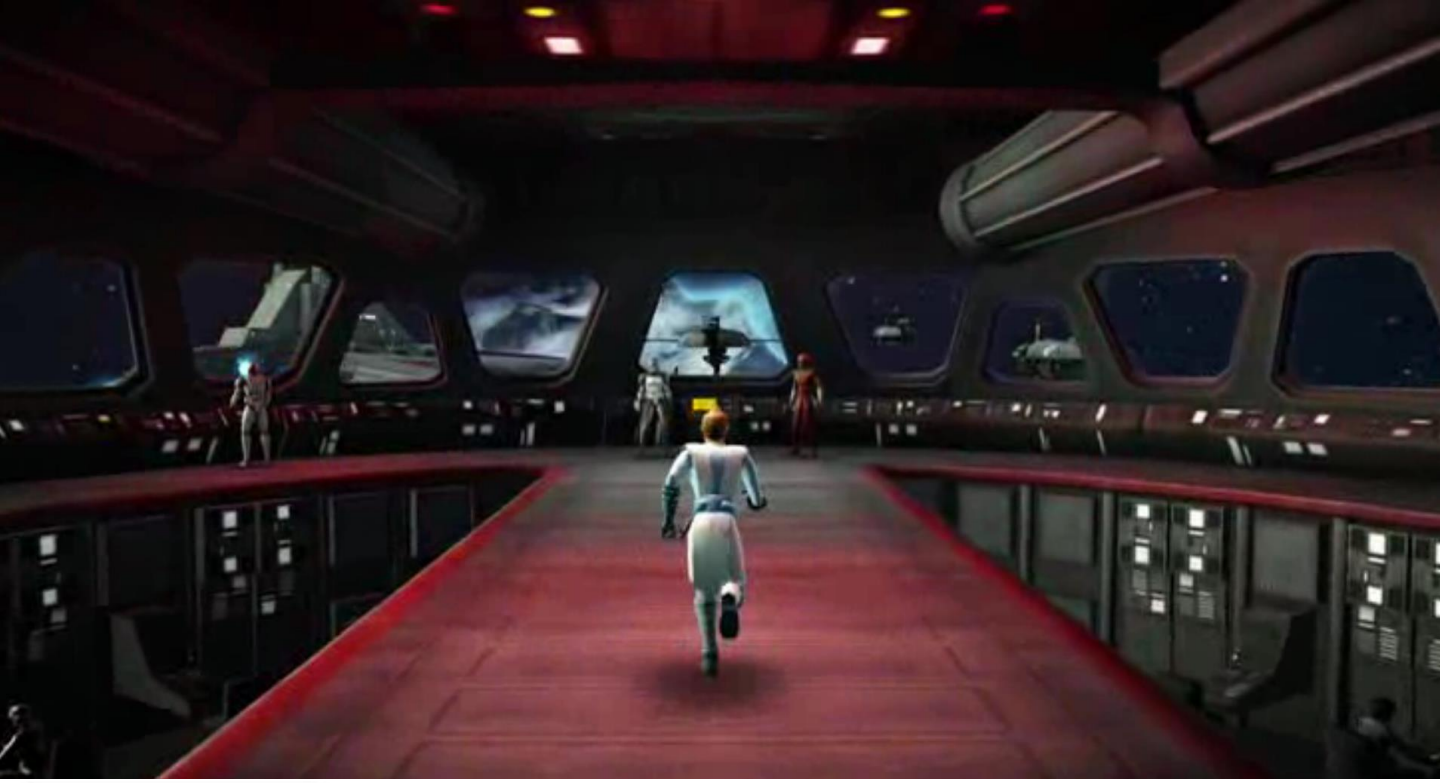
Trust me, these aren't the games you are looking for…you can go about your business…Move along…Move along

Star Wars Clone Wars Republic Squadron TV Games Motion (2009)

[Jakks]

Get into the action with the Star Wars Motion Flight Video Game. You control the action onscreen. Just plug it in and play.

Republic forces under siege. Join Jedi leaders Obi-Wan Kenobi and Anakin Skywalker and lead an elite squadron of Clone Troopers against General Grievious and his Separatist forces. The force is with you when you use the Plug It In & PlayTM TV Games motion controller - YOUR moves control the game as you fly and blast your way to victory. No video game console or software needed - just plug right into your TV!



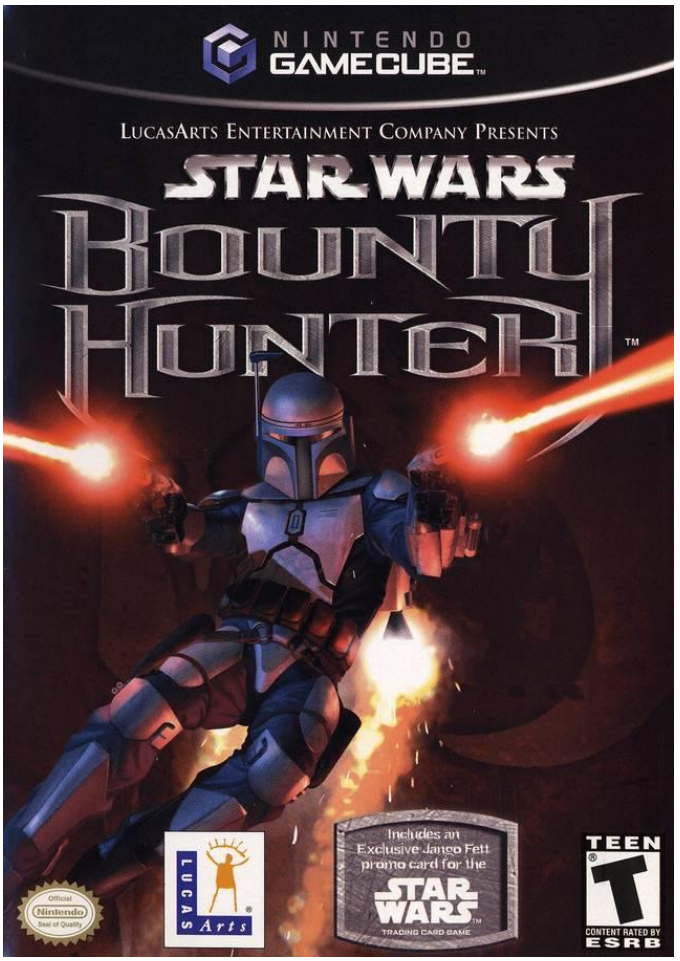
Clone Wars Adventures (2010) [Windows, Mac]

A free to play online MMORPG that despite some positive initial reviews and reaching ten million subscribers, would be shut down in 2014.

Stand Alone Games set in the Prequel Trilogy...

Star Wars: Bounty Hunter (2002)

[GameCube, PlayStation 2]


NINTENDO GAMECUBE
LucasArts Entertainment Company Presents
STAR WARS
Bounty Hunter
Includes an Exclusive Jango Fett promo card for the STAR WARS TRADING CARD GAME
TEEN
CONTENT RATED BY ESRB

Quite a few reviews I have read, hate this game. I don't know why? As personally I had a blast playing it… I mean you get to play Jango Fett and do bounty hunter stuff.. What's not to love?

IGN gave the game 8.2 and said…

"Star Wars: Bounty Hunter is a surprisingly well-done action shooter that no Star Wars fan should pass up. It has some flaws, namely an imperfect camera system and some repetition where gunplay is concerned. But the strong presentation and story coupled with a tight control scheme, satisfying platformer elements and huge worlds to see and conquer, more than make up for any shortcomings."

Star Wars: Lightsaber Battle Game (2005)

[TV Plug In]

A nice idea, basically a cheap Wii-mote that looks like a lightsabre. The trouble is that the game just isn't any fun to play. May be some fun for very young kids, but for most of us you will be bitterly disappointed.

Star Wars: Lethal Alliance (2006)

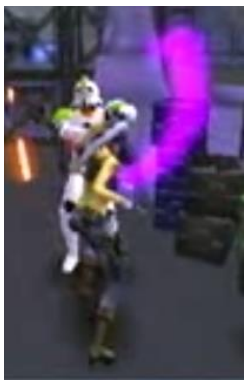
[PSP, DS]

Set, just a few months before A New Hope. In it you play Rianna Saren, a Twi'lek mercenary, and her security droid Zeeo, who is on a mission to steal the Death Star blueprints. (Wasn't that done in Dark Forces?)

I quite liked this game, it's a bit of simple fun and I really enjoyed the setting.

IGN gave the game 7 out of 10 and says..

"a rewarding blend of action and platforming. While not revolutionary in any way, the action benefits from a high degree of flexibility thanks to an array of attack options and a helpful robot droid. In short, it looks good, runs well and only suffers from a few glitches here and there."

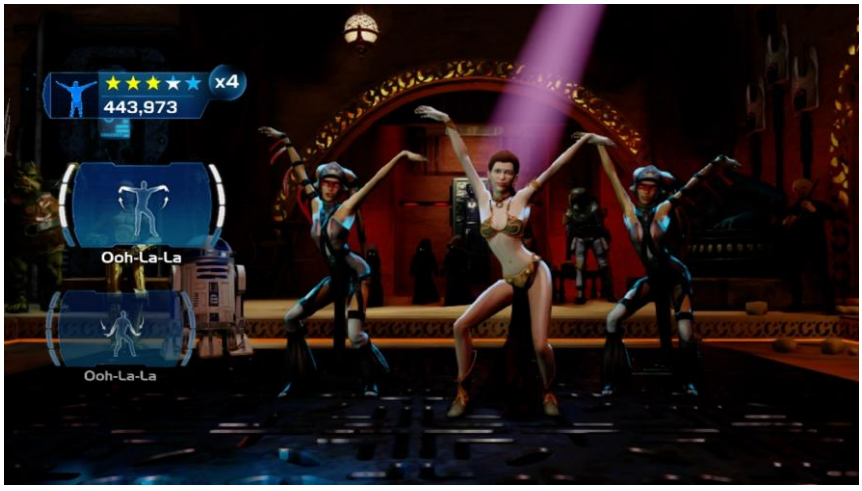


Kinect Star Wars (2012)

[Xbox 360]

Believe it or not I actually picked up a Kinect a few years back cheap on eBay. The reason I bought one was primarily for this game. The idea in my mind was finally I would be able to do real lightsabre fights and Star Wars pod racing… how could it be bad? Surely all the reviews were all wrong?

The games all seem promising as well.. Rancor Rampage (where you play as Rancor and smash up stuff). Galactic Dance Off is frankly batty, but raises a smile as you see your Star Wars heroes boogie down. Pod Racing on the game is actually quite good though.

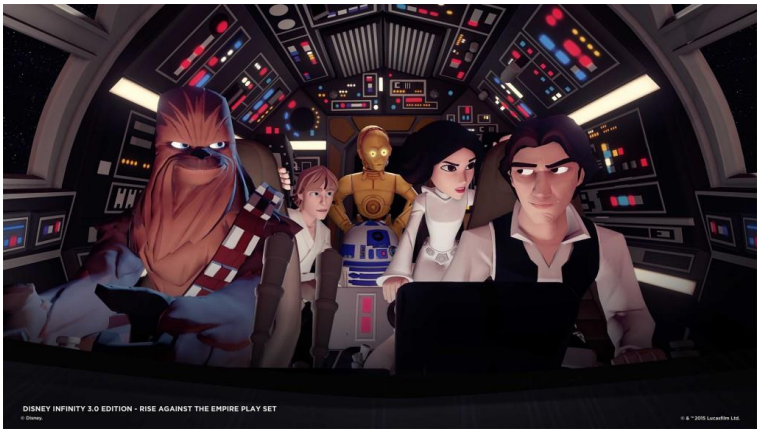


IGN gave the game 5.5 out of 10 and said..

"Kinect Star Wars, with all its control and polish issues, has very limited appeal for an adult audience. Kids will likely find more enjoyment out of it, even the absurd dancing mode, but ultimately its more of a Star Wars-themed set of mediocre mini-games than the Jedi epic fans are dying for."

Disney Infinity Star Wars 3.0 (FALL 2015)

[PS4, PS3, Xbox 360, Xbox One & Wii-U]



Coming out soon the Disney Infinity will have two Play Set games to enjoy.

First is Twilight of the Republic based on the Prequel Trilogy then soon after

The Rise Against the Empire will be released and is based on the Original Trilogy and looks so cute.

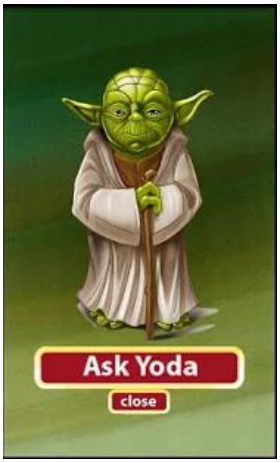
The game isn't really for me personally, but I can definitely see me getting some of those cool figurines.

Better start saving up I think ☺

Is there any more Star Wars games? Oh boy you bet you.. On Mobile phones and educational games alone, you could fill up a book full just on the games I haven't covered.. But the important thing is that all the main ones that I suspect you care about have been included.

Angry Birds Star Wars

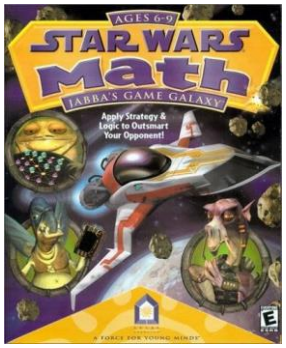
Angry Birds Star Wars 2



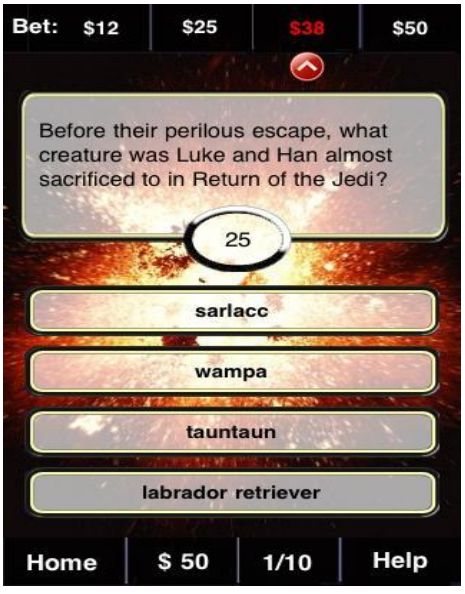
Ask Yoda

Star Wars Imperial Ace 3D

Star Wars Cantina

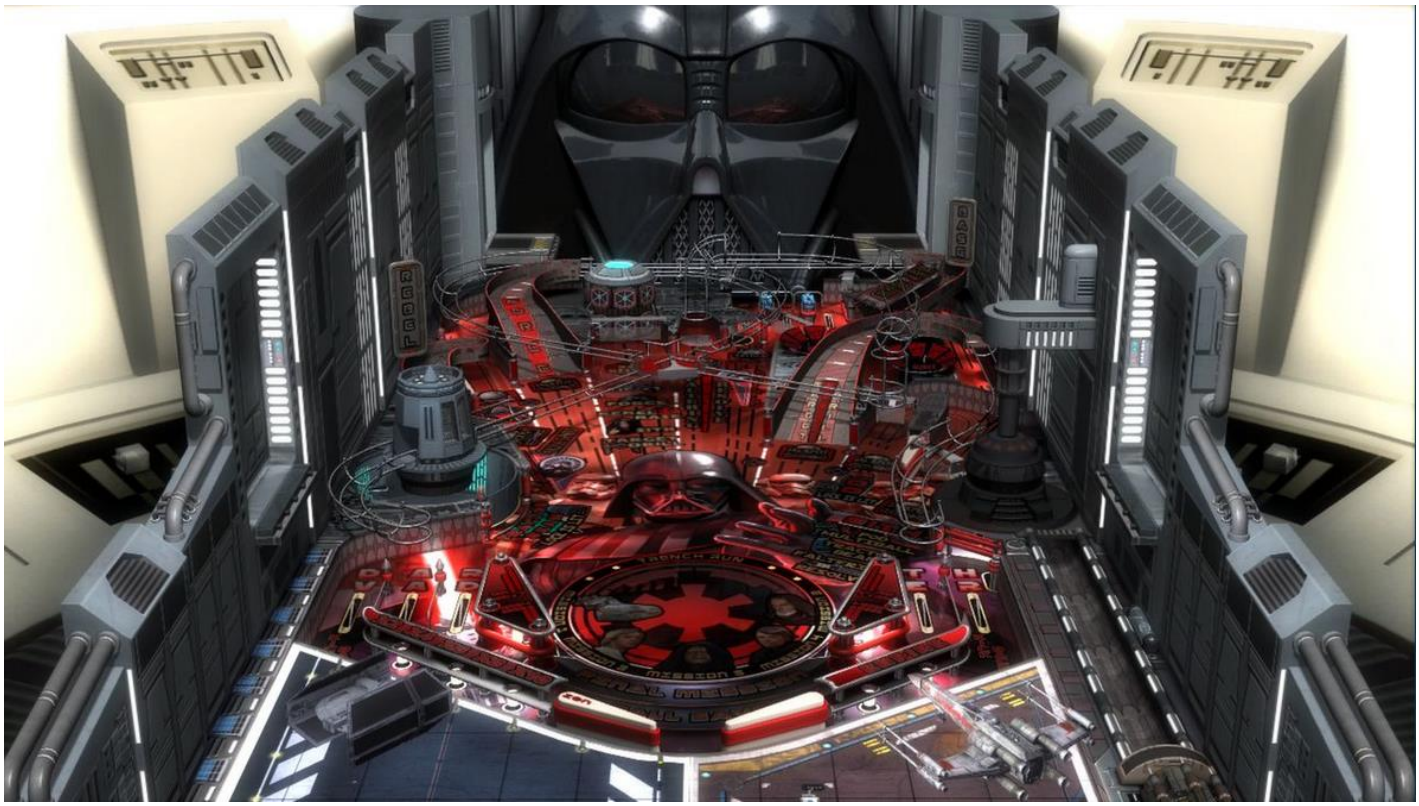


Star Wars Battle of Hoth

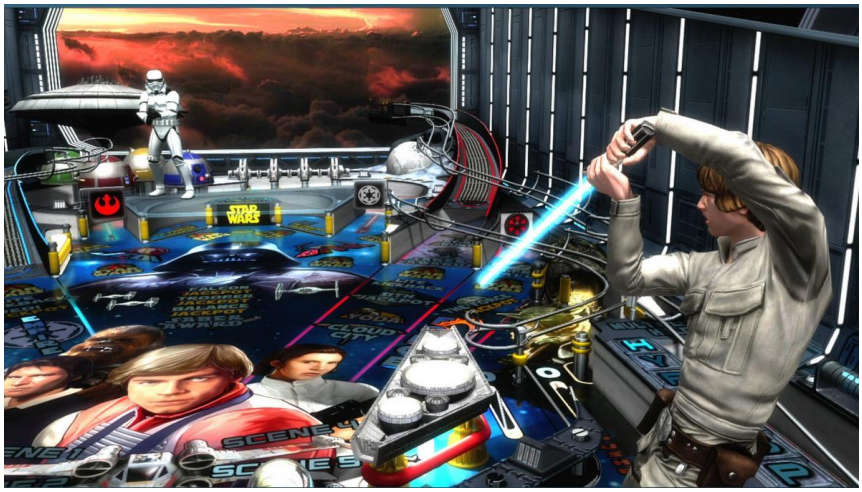


Star Wars has some great free games on there http://www.starwars.com/games-apps

Star Wars SuperFX 2 Pinball [Various]



One should also note also that the brilliant Super FX2 pinball simulator has turned themselves to the Force to create a number of really cool Star Wars themed pinball tables to enjoy.

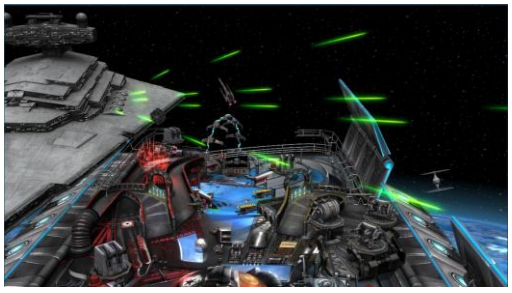


These can be bought on Steam or most consoles and the packs include..

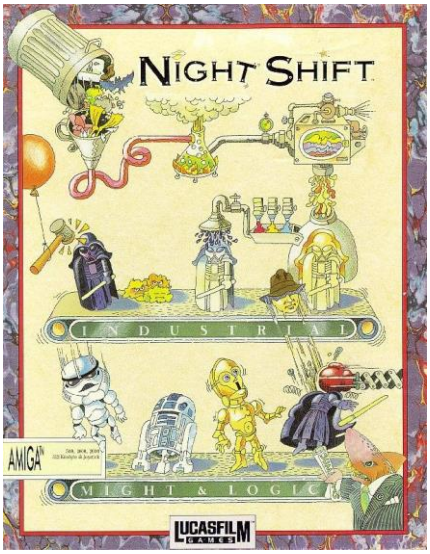
Star Wars Pack
Balance of the Force
Heroes Within

To know more then check here

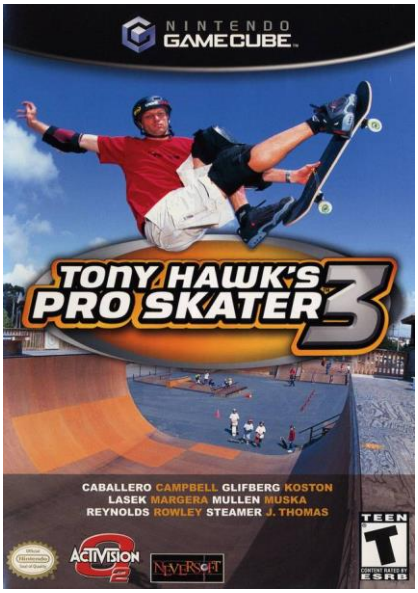
http://www.starwarspinball.com/



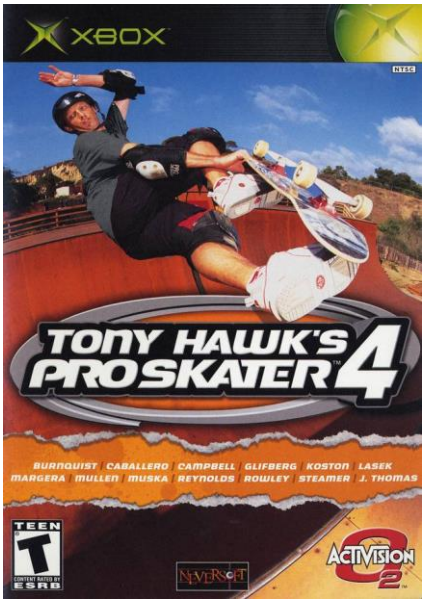
Star Wars Cameos...



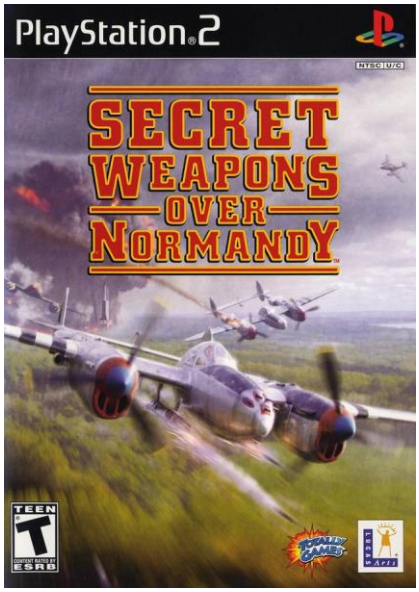
Night Shift (1990), Lucasfilm Games – Platform game featuring action figures of various Star Wars characters.



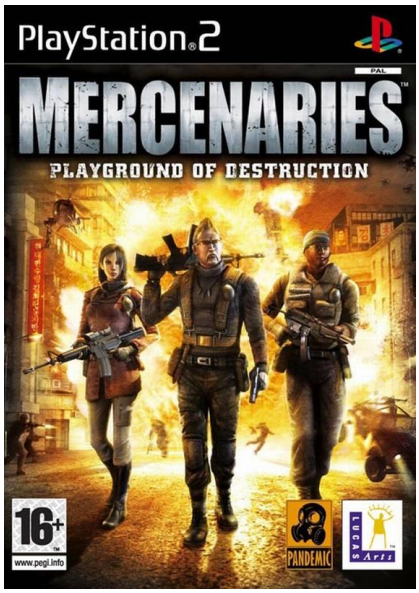
Tony Hawk's Pro Skater 3 (2001), Activision – Skateboarding game featuring unlockable Darth Maul.



Tony Hawk's Pro Skater 4 (2002), Activision – Skateboarding game featuring unlockable Jango Fett.



Secret Weapons Over Normandy (2003), LucasArts – Flight simulation game featuring unlockable X-wing and Tie-Fighter. .



Mercenaries: Playground of Destruction (2005), LucasArts – Features unlockable character Han Solo.

Lego Indiana Jones: The Original Adventures (2008), LucasArts – Action-adventure game featuring unlockable Han Solo and cameos from other Star Wars characters.

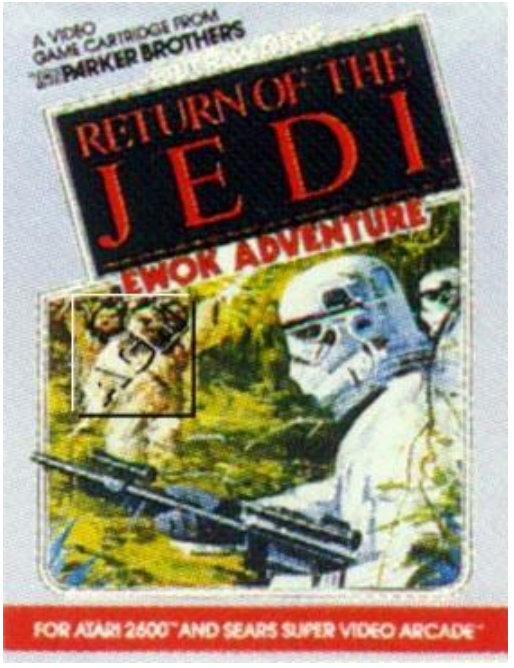
Soulcalibur IV (2008), Namco Bandai Games – Fighting game featuring Darth Vader in the PlayStation 3 version, Yodain the Xbox 360 version, and Galen Marek in both versions

Indiana Jones and the Staff of Kings (2009), LucasArts – Action-adventure game featuring unlockable Han Solo.

Lego Indiana Jones 2: The Adventure Continues (2009), LucasArts - Action-adventure game featuring cameos fromStar Wars characters.

Star Wars Cancelled Games...

Star Wars: Return of the Jedi – Ewok Adventure (Unreleased) [Atari 2600]


A VIDEO GAME CARTRIDGE FROM
PARKER BROTHERS
RETURN OF THE JEDI
EWOK ADVENTURE
FOR ATARI 2600™ AND SEARS SUPER VIDEO ARCADE™

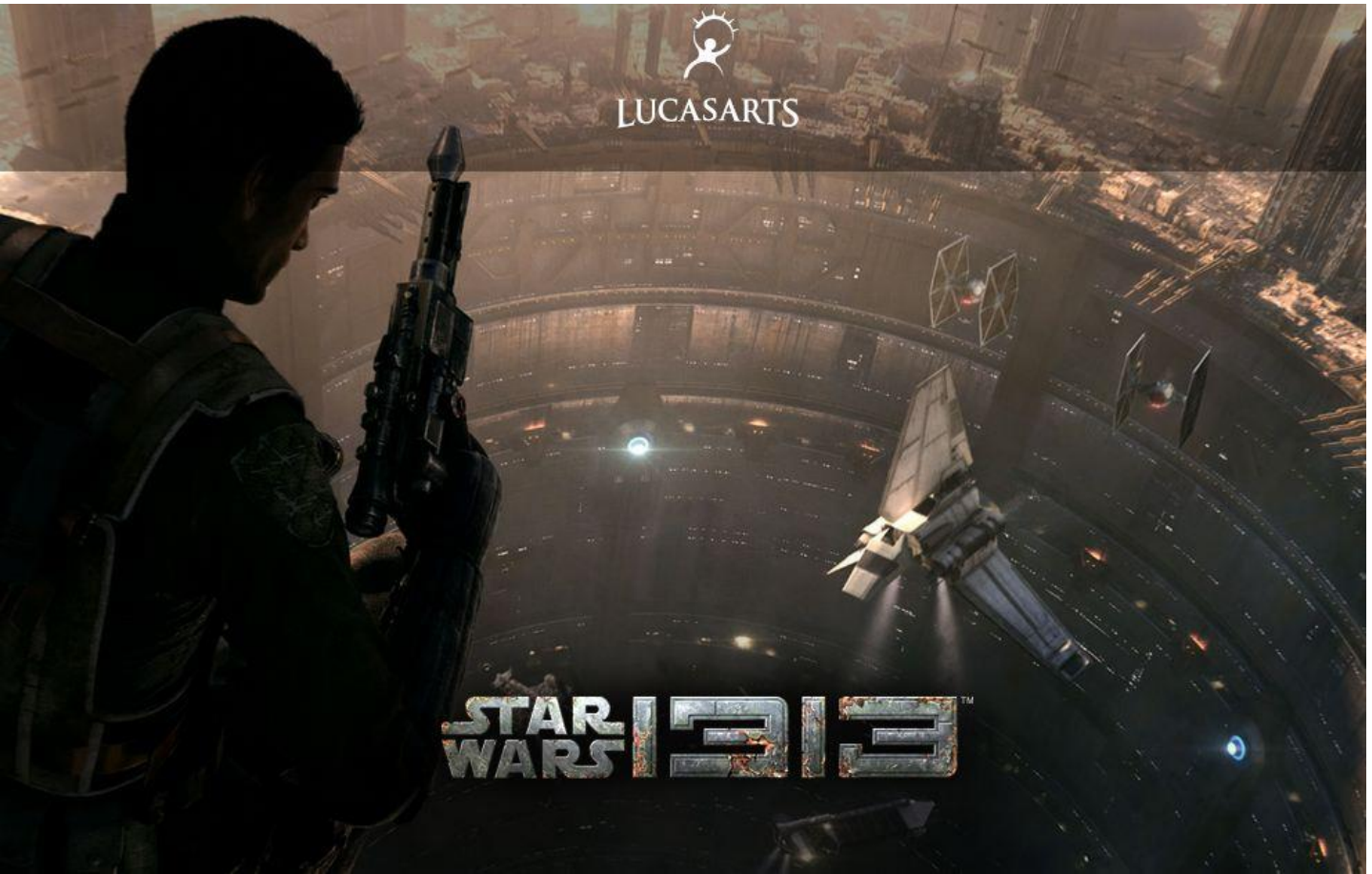
Made in 1983 but never released. In it you Control an Ewok, an AT-ST walker, and flying a hang-glider dropping rocks. Whilst it is not revolutionary, it is certainly good simple fun and it is a real shame it never saw an official release.

Star Wars 1313? – Or is it?

Cancelled in 2013 when Lucas Arts was closed down by Disney. Of all the games being worked on at the time, Star Wars 1313 was the one people were most excited for. With some interesting gameplay footage and some gorgeous concept art.

The game was going to be about Boba Fett and his bounty hunting adventures.

But it may not be over for this game.. Excitingly (if the rumours are true) EA have picked up the rights and has former Uncharted writers Amy Hennig and Todd Stashwick working on the game. So fingers crossed that this game may see light of day.



Star Wars: First Assault

Another game that was cancelled by Disney in 2013.

The game looked to be a bloody and gritty realistic first person shooter set in the Star Wars Universe.

To be fair, the grittiness and gore shown in the brief alpha footage trailer I personally feel is out of place in the Star Wars Universe, and with Battlefront Star Wars soon to be released I cannot see this game being resurrected.

Kotaku released a small pre-alpha trailer of the game to give people an idea of what the game may have looked like.

[Kokatu pre alpha footge]

Star Wars: Attack Squadrons

The third big game cancelled is an exciting looking arcade space battler called Attack Squadrons. Of all the games cancelled , for me personally this was the game I am most gutted about, with it looking like the Rogue Squadron sequel I have been wanting for ages.

Sadly all that exists of this game is this very polished looking Beta video.

Still not all is lost… Developer Area 52 Games announced when shutting down the game on its official site.

"After much consideration, we have decided to cease development so that we can focus on other Star Wars game experiences,"

so it makes you wonder what exciting Star Wars game are Area 52 now working on? Here is hoping for a Rogue Squadron reboot to the series ☺

NEW FROM THE PALITOY
STAR WARS
COLLECTION!
THESE CHARACTERS ARE AS MEAN AS THEY LOOK! THEY'RE NEW IN THE PALITOY STAR WARS COLLECTION – ALONG WITH MY DROID BUDDIES BACK HERE AND ME IN MY PILOT'S SUIT!
DEATH STAR DROID
GREEN GREEDO
SNAGGLE TOOTH
WALRUS MAN
HAMMERHEAD
POWER DROID
R5 D4
LUKE SKYWALKER
At your shop now!
Palitoy®

Star Wars Toys We Remember...

Huge thanks RetroMash.com
For Letting me use his Vintage Argos Catalogue

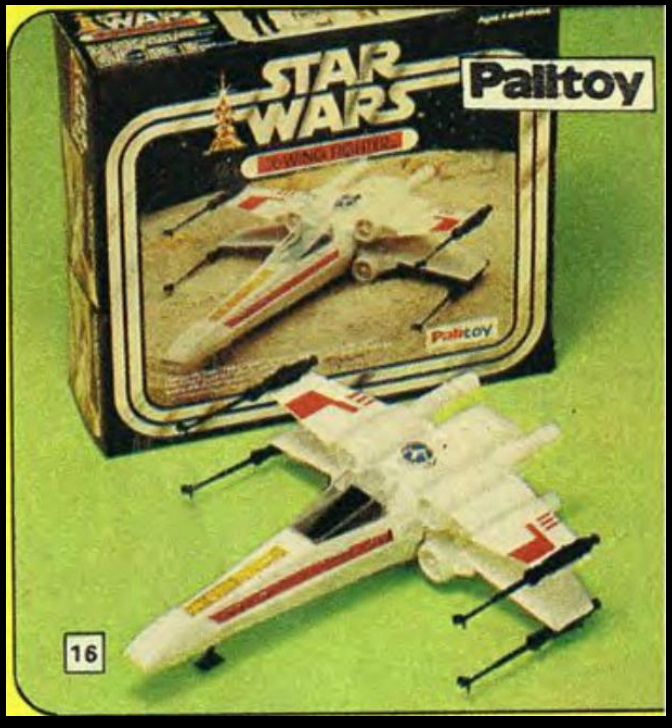
The first Star Wars toys I can find in Argos catalogue, is in the 1979 Autumn edition. Man I really want that Storm Trooper laser rifle.. I have £7.19 as well, I wonder if Argos still take orders for it? ☺

11. Denys Fisher 7½" "R2D2" Action Figure. Fully articulated. .....Cat. No. 351/1101
Comp. Retail £6.23 Our Price £4.59

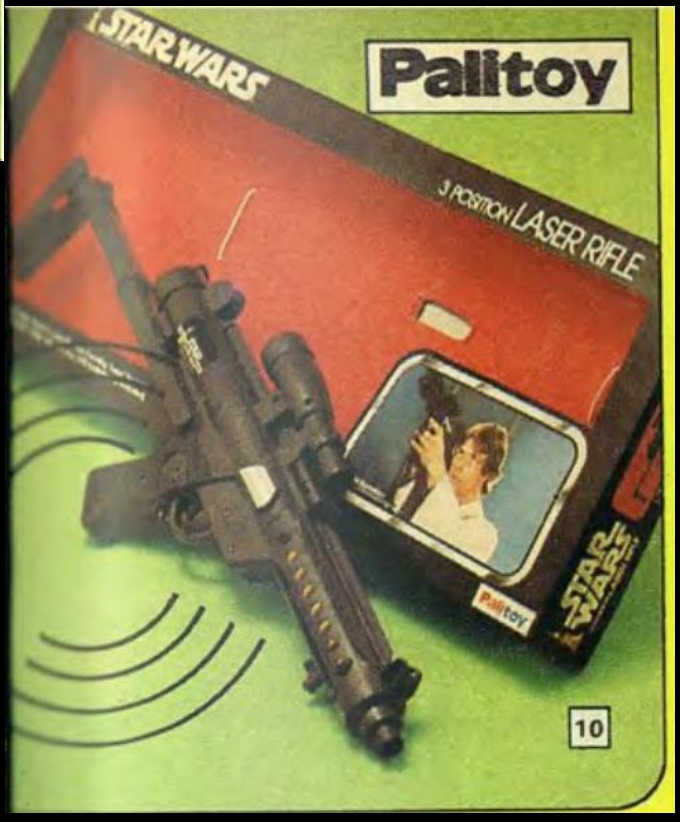
12. Denys Fisher 12" "C3PO" Action Figure. Fully articulated. .....Cat. No. 351/1125
Comp. Retail £6.76 Our Price £4.99

13. Denys Fisher 15" "Darth Vader" Action Figure. Fully articulated. .....Cat. No. 351/1132
Comp. Retail £7.35 Our Price £5.59

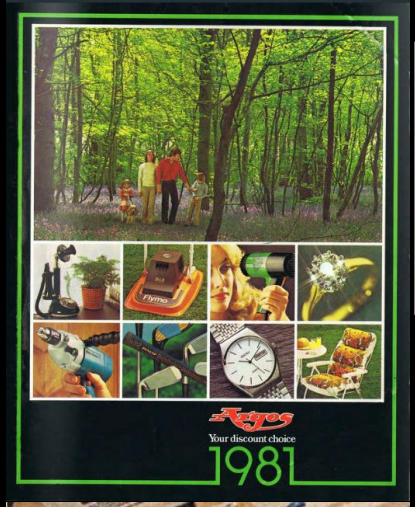
14. Denys Fisher 12" "Stormtrooper" Action Figure. Fully articulated. .....Cat. No. 351/1118
Comp. Retail £6.23 Our Price £4.59



16. Palitoy "Star Wars X-Wing" Fighter. Fully authentic space fighter featuring opening wing canopy and retractable skid. Suitable for small "Star Wars" figures only.....Cat. No. 351/1149
Comp. Retail £7.72 Our Price £5.79

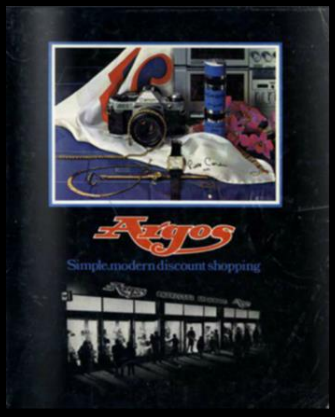


10. Palitoy "Star Wars" Laser Rifle. Authentic model of the "Stormtroopers" rifle with a secret button activated laser sound. Revolving barrel movement, three position folding stack.
Cat. No. 351/1156
Comp. Retail £9.58 Our Price £7.19



More cool Star Wars toys…The electronic Battle Command Centre looks a lot of fun.

13. Chad Valley "Star Wars" Electronic Battle Command Game. 3 levels of skill, LED scanner alert and combat signal. For 1-4 players. Operates by 6×HP7 batteries (order 6 of 980/0029 at 14p each). .....**Cat. No. 360/0225**
Sugg'd Retail £26.50 Our Price £18.99



8. Palitoy "Star Wars" Figures Set. 4 figures for use with Star Wars vehicles. Set consists of Darth Vader, Snow Trooper, Boba Fett and Luke Skywalker.
Cat. No. 351/5327 *Sugg'd Retail £6.00* Our Price £4.75

Autumn / Winter 1982 Argos Catalogue.. now I can get more Star Wars figures and finally Boba Fett. And check out on the next page the four cool vehicles I can now buy… I actually still have all of these up in my parents loft.. I really must bring them down again.

9. Palitoy Star Wars "Slave 1". Replica of Boba Fett's spaceship. Carries a simulated frozen Hans Solo into the ship's hold via a removable ramp. Movable clicking laser cannon.

Cat. No. 351/5372 ***Sugg'd Retail £16.00*** **Our Price £11.95**

10. Palitoy Star Wars "Snowspeeder". Pulsating laser light and sound plus removable harpoon. Operates by 2 x HP11 batteries (order 2 of 980/0012 at 30p each).

Cat. No. 351/3738 ***Sugg'd Retail £15.50*** **Our Price £11.95**

11. Palitoy Star Wars "Millennium Falcon" Spaceship. Battery powered laser sound. Rotating gun turret and removable rear hatch which reveals interior. Length 21". Operates by 2 x HP11 batteries (order 2 of 980/0012 at 30p each).

Cat. No. 351/3752 ***Sugg'd Retail £29.95*** **Our Price £19.95**

12. Palitoy Star Wars "At At". Replica of the giant "Imperial Mechanical Monster". Moving joints. Length 22", height 17½". Operates from 2 x HP2 batteries (order 2 of 980/0043 at 35p each).

Cat. No. 351/5406 ***Sugg'd Retail £37.50*** **Our Price £27.95**

Batteries are not supplied with any item but are available from all Argos Showrooms.

8. Star Wars "Battle Damaged" X-Wing Fighter. Opening wings and canopy.
Cat. No. 351/7088 **Our Price £8.45**

9. Star Wars "Millennium Falcon" Space Ship. Operates by 2 x HP11 batteries (order 2 of 980/0012 at 35p each).
Cat. No. 351/3752 **Our Price £22.95**

10. Star Wars "Snowspeeder". With flashing laser guns. Operates by 2 x HP11 batteries (order 2 of 980/0012 at 35p each).
Cat. No. 351/3738 **Our Price £12.95**

11. Star Wars "AT-AT" (All Terrain Armoured Transport). With flashing recoiling laser guns. Operates by 2 x HP2 batteries (order 2 of 980/0043 at 39p each).
Cat. No. 351/5406 **Our Price £31.95**

12. Star Wars "Rebel Transport" Space Ship. Can also be used as a carrying case for Star Wars figures.
Cat. No. 351/7105 **Our Price £16.95**

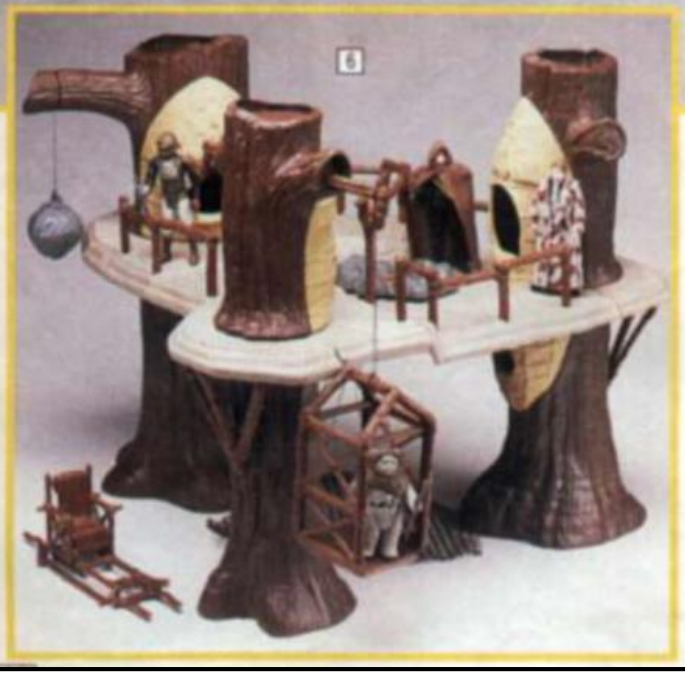
13. Star Wars "Scout Walker". Manually operated life-like leg movement. Needs no batteries.
Cat. No. 351/7095 **Our Price £8.95**

14. Star Wars Figures Set 2. (Gammorean Guard, Squid Head, Boba Fett and R2-D2.)
Cat. No. 351/7071 **Our Price £4.95**

15. Star Wars "Slave 1". Includes frozen Han Solo.
Cat. No. 351/5372 **Our Price £13.45**

16. Star Wars Figures Set 1. (Darth Vader, C-3PO, Galactic Emperor's Guard and Stormtrooper.)
Cat. No. 351/7064 **Our Price £4.95**

Autumn / Winter 1983 Argos Catalogue..page 259



1. "AT-AT" (All Terrain Armoured Transport). With flashing recoiling laser guns. Operates by 2 x HP2 batteries (order 2 of 980/0043 at 41p each).
Cat. No. 351/5406 **Our Price £29.95**

2. "Snow Speeder". With flashing laser guns. Operates by 2 x HP11 batteries (order 2 of 980/0012 at 37p each).
Cat. No. 351/3738 **Our Price £12.75**

3. "Y-Wing Fighter". An authentic reproduction of Luke Skywalker's battle-scarred spaceship.
Cat. No. 351/8984 **Our Price £24.95**

4. "Rebel Transport" Space Ship. Can also be used as a carrying case for Star Wars figures.
Cat. No. 351/7105 **Our Price £16.45**

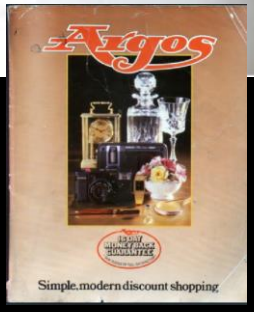
5. "Speeder-Bike". With working rear speed flaps and "breakaway" seat feature.
Cat. No. 351/8953 **Our Price £4.45**

6. "Ewok-Village". Complete with net trap, working vine elevator, tree escape chute and carrying litter.
Cat. No. 351/8991 **Our Price £29.95**

7. "Tie-Interceptor". With realistic laser cannon sounds. Will hold one action figure (not supplied). Uses 2 x MN1500 batteries (order 1 of 980/0926 at 95p pair).
Cat. No. 351/8977 **Our Price £19.95**

8. "Battle Damaged" X-Wing Fighter. Opening wings and canopy.
Cat. No. 351/7088 **Our Price £8.45**

Autumn / Winter 1984 Argos Catalogue..page 266



9. "Slave 1". Includes frozen Han Solo.
Cat. No. 351/5372 **Our Price £12.95**

10. "Scout Walker". Manually operated lifelike leg movement. No batteries required.
Cat. No. 351/7095 **Our Price £8.75**

11. "Millennium Falcon" Space Ship. Operates by 2 x HP11 batteries (order 2 of 960/0012 at 37p each).
Cat. No. 351/3752 **Our Price £22.95**

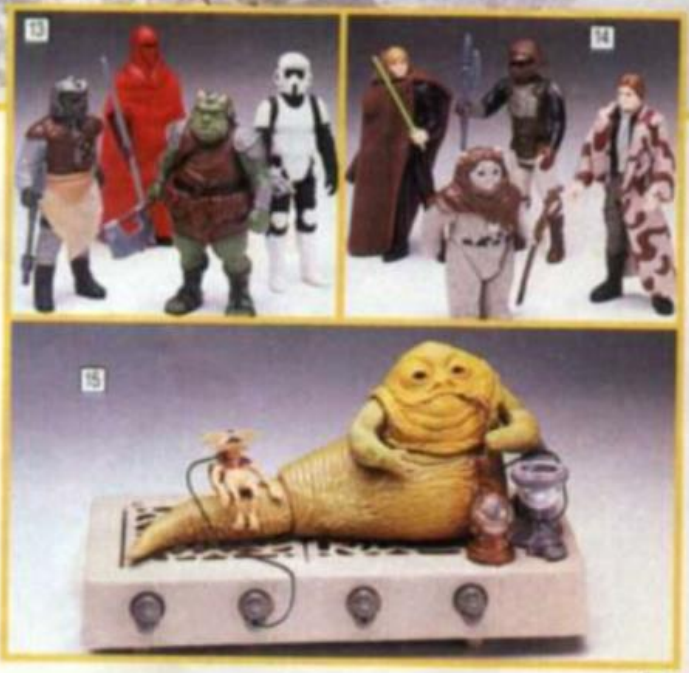
12. "Rancor Monster". With spring loaded arms, movable legs and working jaw. Stands 9" tall.
Cat. No. 351/9653 **Our Price £14.95**

13. Action Figures. Set of 4. Figures may vary from illustration.
Cat. No. 351/8946 **Our Price £6.45**

14. Action Figures. Set of 4. Figures may vary from illustration.
Cat. No. 351/8939 **Our Price £6.45**

15. "Jabba-The-Hutt". The sinister power behind the bounty hunters. By moving his head "Jabba" beats his tail and throws prisoners into the dungeon through gates operated by remote control.
Cat. No. 351/8960 **Our Price £10.95**

Please note that Star Wars figures are not supplied with any item unless otherwise stated.
Batteries are not supplied with any item but are available from Argos Showrooms.



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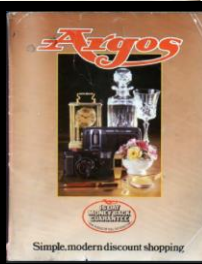


15. "Tie Interceptor". With realistic laser cannon sounds. Uses 2 x MN1500 batteries (order 1 of 980/0926 at 99p pair).
Cat. No. 351/8977 **Our Price £18.95**

16. "Slave 1". Includes frozen Han Solo.
Cat. No. 351/5372 **Our Price £11.95**

17. "Rebel Transport" Space Ship. Convenient carry-case for figures.
Cat. No. 351/7105 **Our Price £15.95**

18. "Snow Speeder". With flashing laser guns. Operates by 2 x R14S batteries (order 2 of 980/1028 at 41p each).
Cat. No. 351/3738 **Our Price £10.95**

19. "Millennium Falcon" Space Ship. Operates by 2 x R14S batteries (order 2 of 980/1028 at 41p each).
Cat. No. 351/3752 **Our Price £19.95**

20. "Speeder-Bike". With working rear speed flaps and "breakaway" seat feature.
Cat. No. 351/8953 **Our Price £4.45**

21. "Battle Damaged" X-Wing Fighter. Opening wings and canopy.
Cat. No. 351/7088 **Our Price £7.45**

22. "Y-Wing Fighter". Luke Skywalker's battle-scarred spaceship.
Cat. No. 351/8984 **Our Price £24.95**

23. Star Wars Figures. Set of 4. (Selection may vary from photograph.)
Cat. No. 351/7071 **Our Price £3.99**

24. "Scout Walker". Manually operated lifelike leg movement.
Cat. No. 351/7095 **Our Price £6.95**

25. "Rancor Monster". With spring loaded arms, movable legs and working jaw. Height 9" approx.
Cat. No. 351/9653 **Our Price £14.95**

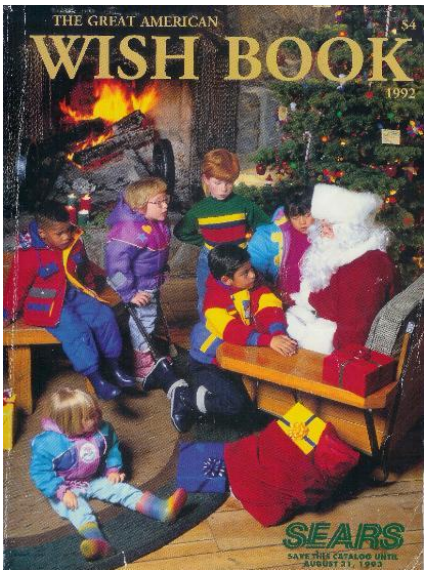
26. "Ewok Village". Various accessories include net trap and elevator. Figures not supplied.
Cat. No. 351/8991 **Our Price £29.95**

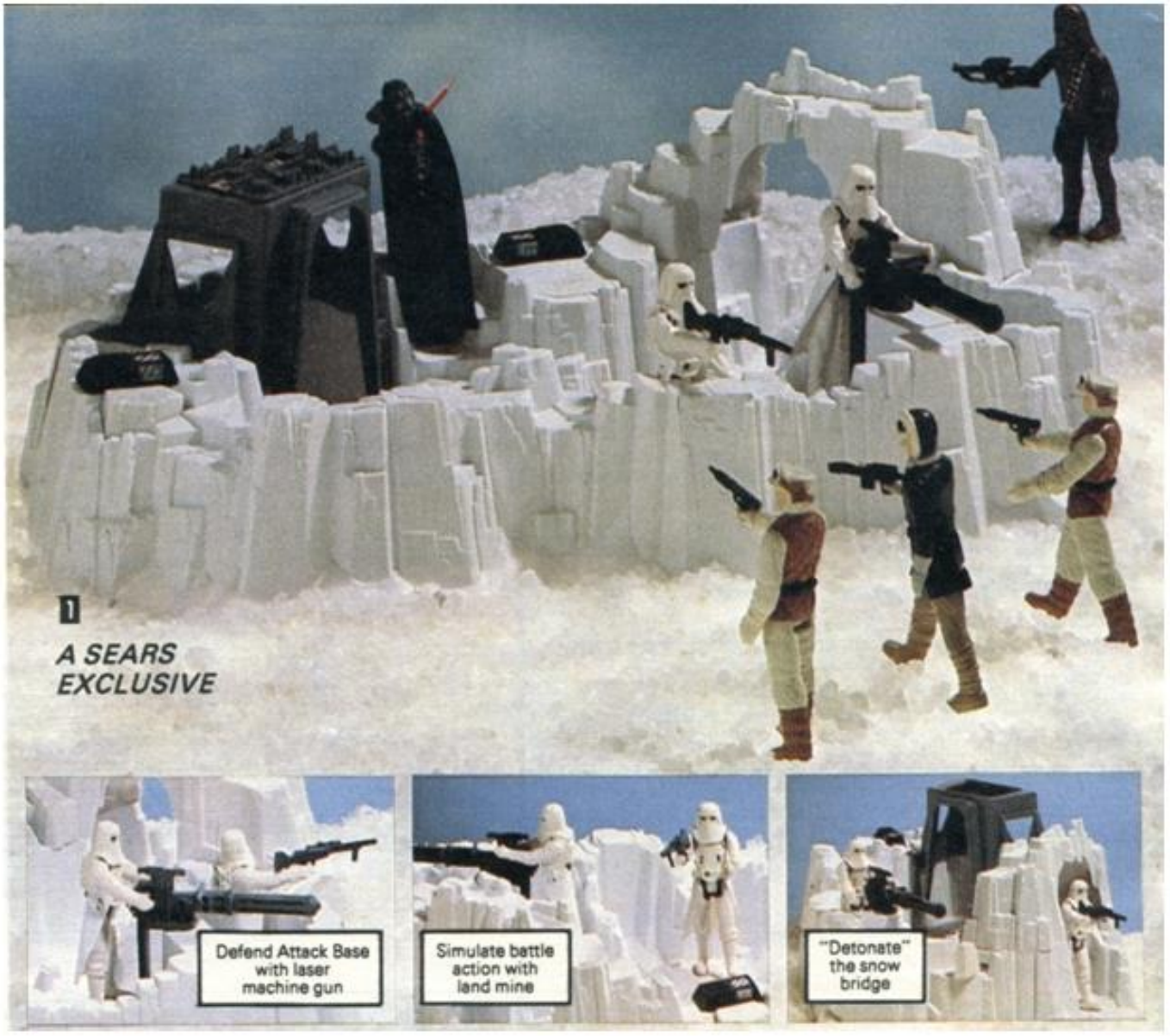
27. Ideal "Knight Rider" Racing Set. (Mains adapter supplied.)
Cat. No. 351/8836 **Our Price £42.95**

28. Ideal "Dukes of Hazzard" Racing Set. (Mains adapter supplied.)
Cat. No. 351/5279 **Our Price £29.95**

Spring / Summer 1985 Argos Catalogue..page 235

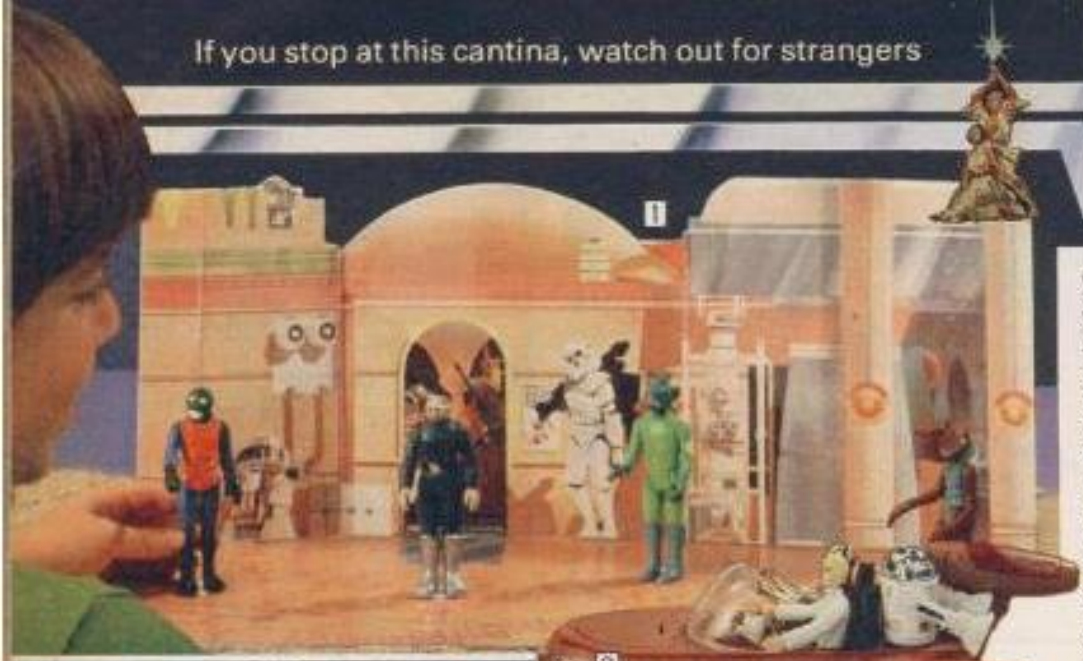
Over in the US and the Sears Wish Book has a lot more cool Star Wars stuff than the UK Argos catalogue had.




1
A SEARS EXCLUSIVE
Defend Attack Base with laser machine gun
Simulate battle action with land mine
"Detonate" the snow bridge

If you stop at this cantina, watch out for strangers

STAR WARS



(1) Star Wars™ Cantina Adventure Set
SET INCLUDES: Recreate the bizarre adventure and create new ones with 4 fully posable plastic figures: Greedo, Snaggletooth, Hammerhead and Walrus Man. Graphics depict various characters and activity outside the Cantina. Ages 4 years and up.
CONSTRUCTION: Made of cardboard. Scene is 18x7 inches high.
ORDERING INFORMATION:
49 N 59422—Shpg. wt. 1 lb. ..... Set $6

(2) Land Speeder™. Special suspension simulates "floating" ride on spring-loaded wheels. 2 cockpit seats for carrying figures behind the half-moon clear windshield. Spaces on rear deck to carry R2-D2 and C-3PO. Release button pops hood open, revealing engine and storage compartment. Figures not incl. Plastic. Ages 5 yrs. and up.
ORDERING INFORMATION:
49 N 59431—Wt. 10 oz. $4

(3) X-Wing Fighter™ fires laser light and gives off sound
HOW IT WORKS: Wings go from closed to open "X" position by pushing down on simulated R2-D2 button; wings return to closed position by pushing second button. Flashing laser cannon on spaceship's nose and sound activated by third deck button. Cockpit flips open to accept Luke Skywalker and other figures sold at left. Front landing gear locks in place. Ages 5 yrs., up.
CONSTR: Plastic. 12x3¹₄x14 in. long.
ORDERING INFORMATION: Requires 4 "AA" batteries, not incl., order package below. Figures not included.
49 N 59432—Wt. 1 lb. 11 oz. $9

(4) Tie Fighter™ flashes laser light and emits sound
HOW IT WORKS: Release buttons pop up two large solar panels simulating "battle damage". Remote action lever raises solar escape hatch to accept Darth Vader or other figures sold at left. Transparent front viewing shield. Dramatic laser cannon lights up and emits laser sound. Ages 5 yrs. and up.
CONSTR: Plastic, 9x7x10¹₂ in. long.
ORDERING INFORMATION: Requires 4 "AA" batteries, not incl., order package below. Figures not included.
49 N 59433—Shpg. wt. 1 lb. 12 oz. $8
Alkaline "AA" Batteries. Pkg. of 2.
49 N 46999—Shpg. wt. 2 oz. ..... Pkg $1

(5) Death Star Space Station™
HOW IT WORKS: Manual elevator moves figures to any of four floors. Top floor has laser cannon which emits clicking sound, swivels into action. Push button expels cannon from housing simulating a "shot". Third floor has manual light bridge which opens and closes. Second floor features control console and escape hatch to trash compactor with simulated garbage and fearsome monster found on first floor. For children ages 5 years and up.
CONSTR: Plastic. 12x14x20-in. high.
ORDERING INFO: Figures not included.
49 N 59434—Shpg. wt. 3 lbs. $17

(6) Space Mite Generator Light
HOW IT WORKS: Squeeze the mister to operate light. Space sound on each squeeze. On/off switch for sound. Belt holder included. For ages 3 years and up.
CONSTRUCTION: Plastic and metal. 4¹₂x3x1⁵₈ inches high. Imported.
ORDERING INFORMATION:
49 N 50525—Shpg. wt. 15 oz. $3

(7) Light Saber™. Gold-color blade lights up and glows at the touch of a button, ready for "sword" play. Sturdy plastic, reinforced vinyl laser blade. 35 in. long.
ORDERING INFO: Requires 2 "D" batteries, not incl., order pkg. below. Inflate ready.
49 N 59419—Shpg. wt. 6 oz. $3
Alkaline "D" Batteries. Pkg. of 2.
49 N 46996—Shpg. wt. 12 oz. ..... Pkg $1

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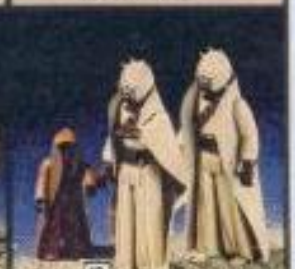

(8 thru 13) Star Wars™ Figures. Plastic, fully posable. Authentic costume. 3¹₄ to 4¹₄ in. tall. Ages 3 yrs., up.
ORDERING INFORMATION:
(8) Greedo and Snaggletooth.
49 N 59412—Shpg. wt. 4 oz. ..... Set $3.66
(9) Hammerhead and Walrus Man.
49 N 59413—Shpg. wt. 4 oz. ..... Set 3.66
(10) Death Squad Commander, Luke Skywalker and Han Solo.
49 N 59414—Shpg. wt. 5 oz. ..... Set $4.88
(11) Darth Vader and 2 Stormtroopers.
49 N 59415—Shpg. wt. 5 oz. ..... Set $4.88
(12) Chewbacca, R2-D2 and C-3PO.
49 N 59416—Shpg. wt. 5 oz. ..... Set 4.88
(13) Jawa and 2 Sandpeople.
49 N 59417—Shpg. wt. 5 oz. ..... Set 4.88

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STAR WARS™
Kenner
LOOK FOR THESE EXCITING NEW STAR WARS ADVENTURE SETS AND OTHER TOYS INSIDE FOLDER
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STAR WARS™
ACTION FIGURES
Twelve exciting action figures all in authentic STAR WARS costumes. All have movable arms and legs designed for great action poses; and they fit in other STAR WARS action toys and spaceships. Figures 2¼" to 4¼" tall.
CHEWBACCA™
LUKE SKYWALKER™
ARTOO-DETOO™ (R2-D2)
PRINCESS LEIA ORGANA™
HAN SOLO™
SEE-THREEPIO™ (C-3PO)

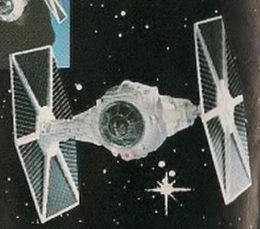
In with many of the Kenner toys were these cool mini Kenner catalogues. See the Banthaskull website for more great examples.

STAR WARS™

TIE FIGHTER™

Authentically detailed. Special buttons release two "solar panels" to simuate "battle damage". Lever raises seat and escape hatch — seat Darth Vader™ or other STAR WARS figures. Red laser cannon lights up and makes a whining laser sound.

Batteries not included.
Action figure not included.



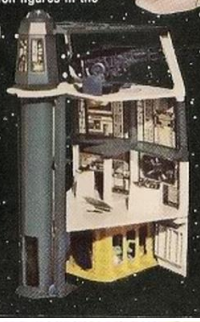
LAND SPEEDER™

Special shift lever lowers the spring-loaded wheels for a "Floating Ride"! Open hood to find Turbo Reactor™ and Space Hatch storage compartment. Cockpit and rear deck seats up to four STAR WARS figures.
Figures not included.

X-WING FIGHTER™

Spacecraft is complete with flashing light, laser sound, landing skid . . . the X-Wings even open and close! Cockpit canopy opens to put Luke Skywalker™ or other STAR WARS action figures in the pilot seat!

Batteries not included.
Figures not included.



DEATH STAR™ SPACE STATION

Help Luke™, Ben™, Chewbacca™ and Han Solo™ rescue Princess Leia™ from Darth Vader™. Manual elevator takes figures to any of the four floors. Top floor has an exploding laser cannon, third floor contains a manually operated light bridge, second floor houses the control area and the first floor features the famous Trash Compactor — complete with removable garbage and Trash Monster! Over 22" tall.

Figures not included. **Assembly Required**

STAR WARS: RETURN OF THE JEDI™

PAINTING COMPETITION

OVER 3,000 PRIZES TO BE WON.

FROM NOW ON, THE FUTURE OF THE REBELLION RESTS ON YOUR SHOULDERS.

FREE RANCOR KEEPER WITH EVERY SIX ACTION FIGURES

KEEP A RANCOR KEEPER™ FREE*

THE EMPEROR™-SPECIAL OFFER:

BUY THE TROOPS, GET THE LEADER FREE.*

STAR WARS™

LASER PISTOL™

Realistic replica of **Han Solo's**™ Laser Pistol™. "Secret" on/off button energizes gun's motor. Batteries not included.

3 POSITION LASER RIFLE™

Authentic Laser Look!

Folding Stock gives rifle 3 different looks. "Secret" button in handgrip energizes motor . . . trigger activates 2-speed laser sound. Batteries not included.

LUKE SKYWALKER™ AM HEADSET RADIO

Styled like **Luke Skywalker's**™ headset in STAR WARS! Real AM radio receives local AM stations. Completely adjustable with foam padding for the ear. Battery not included.

LIGHT SABER™

"Join the Force™" with the STAR WARS Light Saber™. Safe, inflatable "blade" lights up with the flick of a button. 35" long. Batteries not included.

STAR WARS™

DIP DOTS® PAINTING SET

New set features sixteen 8½" x 11" scenes with all the STAR WARS Stars. Complete with 8 non-toxic Dip Dots instant water colors in NON-SPILL tray and brush.

PLAYNTS® POSTER SET

Impressive 15⅝" x 23⅞" STAR WARS action posters. Includes 5 BIG posters, 6 NON-SPILL Playnts (2 red, 2 blue, 1 yellow, 1 green), 2 brushes, color guide.

COMING SOON! 8 NEW STAR WARS MINI ACTION FIGURES! ADD THEM TO YOUR STAR WARS COLLECTION

HAMMERHEAD™ FIGURE

POWER DROID™

R5-D4™

SNAGGLETOOTH™ FIGURE

GREEDO™ CANTINA FIGURE

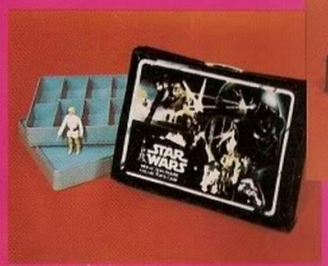
DEATH STAR DROID™

WALRUS MAN™ FIGURE

LUKE SKYWALKER™ X-WING PILOT

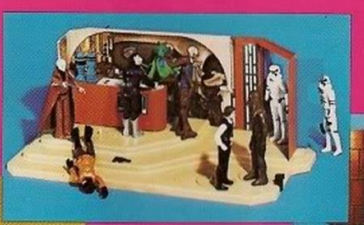
COMING SOON! THESE EXCITING NEW STAR WARS ADVENTURE SETS

STAR WARS DROID FACTORY
Build R2-D2 and many other Droids you create.



STAR WARS MINI ACTION FIGURE COLLECTOR'S CASE
Carry 24 figures. Back becomes display stand.

STAR WARS CANTINA CAFE
Recreate the adventures of the Weird Cantina Creatures! Cafe has many action features. Figures not included.



STAR WARS LAND OF THE JAWAS
Exciting adventures with the Jawa™ Sand Crawler™ in a replica of the Tatooine™ Desert. Set has Escape Pod Rocket, many other action features! Figures not included.

STAR WARS PATROL DEWBACK
Take Stormtrooper™ on patrol riding his Giant Dewback™ Lizard! Saddle, bridle both removable. Figure not included.

COMING SOON! HIGHLY-DETAILED STURDY REPLICAS MADE OF DIE CAST METAL AND HIGH IMPACT PLASTIC; ALL WITH WORKING PARTS

MILLENIUM FALCON™

Y-WING FIGHTER™

IMPERIAL CRUISER™

JIGSAW PUZZLES

140 piece puzzles for the younger puzzle maker and 500 piece puzzles for a real challenge . . . both fully interlocking. Finished size 14" x 18" (140 piece) and 15½" x 18" (500 piece).

STAR WARS™ TOOTHBRUSHES

Safe, hand-held STAR WARS toothbrushes clean up and down like dentists recommend! 2 toothbrushes included; uses 2 "C" batteries, not included.

STAR WARS™

MOVIE VIEWER

Now kids can see STAR WARS movies with their very own viewer! Exciting scenes of STAR WARS action. Crank fast or slow. The super-8 film never tangles! No batteries needed.

GIVE-A-SHOW PROJECTOR

Tells the entire STAR WARS story! Complete with projector, 16 full strips — 112 color slides. Projects giant pictures up to 8' x 8' on wall or any surface. Uses 3 "D" batteries, not included.

ARTOO-DETOO™ AND DARTH VADER™ BOP BAGS

Bop 'Em! Love 'Em! They Come Back For More! Inflatable vinyl Bop Bags stand back up after each bop. Darth Vader-50" high; Artoo-Detoo-36" high, before inflation.

PLAY-DOH® ACTION PLAY SET

With PLAY-DOH Modeling Compound, kids can mold LUKE SKYWALKER, DARTH VADER, ARTOO-DETOO, and PRINCESS LEIA. The playmat features a cut-away view of DEATH STAR. Set includes a plastic X-WING FIGHTER, 3 hinged molds, trimmer, and three 6-oz. cans of PLAY-DOH.

NEW FROM THE PALITOY STAR WARS™ COLLECTION

BEEP!
NO DROIDS
ARTOO & I ARE WAITING OUTSIDE · THE NEW PALITOY CANTINA! ITS SO LIFELIKE IT REMINDS ME OF THE SCENE IN THE FILM! AND IT'S CERTAINLY NO PLACE FOR RESPECTABLE DROIDS LIKE US R2!

1. Prune Face™
2. Klaatu™ (In Skiff Guard™ Outfit)
3. 8D8™
4. Nikto™
*5. Wicket W. Warrick™
6. Rancor Keeper™
7. The Emperor™
8. Han Solo™ (Trench Coat)
9. Teebo™
10. AT-ST Driver™
11. Princess Leia Organa® (In Combat Poncho)
12. B-Wing Pilot™
13. Squid Head™
14. Ree-Yees™
15. Luke Skywalker® (Jedi Knight® Outfit)
16. Biker Scout™
17. Boushh™
18. Emperor's Royal Guard™
19. Rebel Commando™
20. Logray™ (Ewok™ Medicine Man)
21. Bib Fortuna™
22. Klaatu™
23. General Madine™
24. Lando Calrissian™ (Skiff Guard™ Disguise)
25. Gamorrean Guard™
26. Chief Chirpa™
27. Weequay™
28. Nien Nunb™
29. Admiral Ackbar™
30. Imperial TIE Fighter® Pilot
31. 4-LOM™
32. Zuckuss®
33. Cloud Car™ Pilot
34. Darth Vader®
35. Yoda, The Jedi Master™
36. Boba Fett®
37. Jawa®
38. Artoo-Detoo (R2-D2)® with Sensorscope™
39. See-Threepio (C-3PO)® (with removable limbs)
40. Luke Skywalker® (Hoth™ Battle Gear)
41. Bespin™ Security Guard
42. Rebel Commander™
43. Imperial Commander™
44. Two-Onebee (2-1B)®
45. Imperial Stormtrooper® (Hoth™ Battle Gear)
46. Bespin™ Security Guard
47. Tusken Raider® (Sand People)®
48. Luke Skywalker® (Bespin™ Fatigues)
49. Princess Leia Organa® (Bespin™ Gown)
50. Lando Calrissian™
51. Han Solo™ (Bespin™ Outfit)
52. Luke Skywalker®
53. Han Solo™ (Hoth™ Battle Gear)
54. AT-AT™ Driver
55. Lobot™
56. AT-AT™ Commander
57. Princess Leia Organa® (Hoth™ Outfit)
58. Ugnaught®
59. Chewbacca®
60. Luke Skywalker® (X-Wing Fighter® Pilot)
61. Rebel Soldier™
62. IG-88®
63. Star Destroyer® Commander
64. Ben (Obi-Wan) Kenobi®
65. Power Droid™
66. Stormtrooper™
67. Snaggletooth®
68. Han Solo™
69. Princess Leia Organa®
70. FX-7®
71. Hammerhead®
72. Greedo®
73. Walrus Man®
74. Dengar®
75. Death Star® Droid
76. Arfive-Defour (R5-D4)®
77. Bossk® (Bounty Hunter)

*also Paploo™ (staff) and Lumat™ (archer) *not shown*

Kenner®

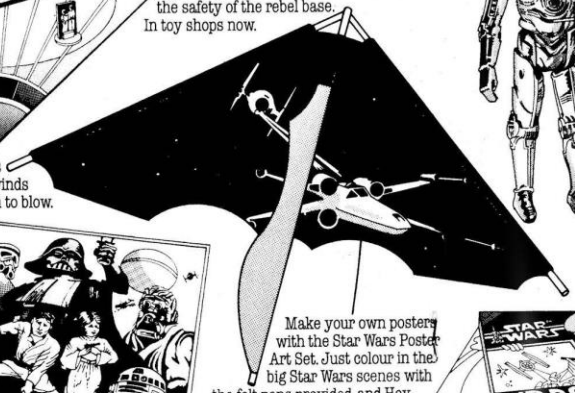
Palitoy brings Star Wars toys to Planet Earth

Star Wars™ toys and games from Palitoy are on their way to toy shops now. Already you can join the rebels in their fight against the evil Darth Vader™ in the Escape from Death Star™ game, and colour your own Star Wars posters with the Poster Art Set.™ Soon there'll be painting sets, masks and kites, and Star Wars figures ready for action. And there are more exciting Star Wars games and toys coming your way later this year. Don't miss them. They're out of this world.

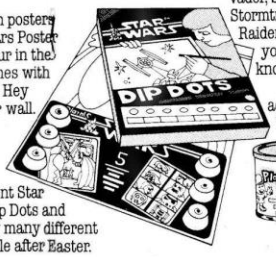
Escape from Death Star is a board game which takes you through the thrills and spills of space adventure. See how quickly you can get away from Death Star and reach the safety of the rebel base. In toy shops now.

Just look at these action figures. They're accurate in every detail – even down to Obi Wan Kenobi's™ laser sword. So you can really get to know the stars of Star Wars. In your local toy shop shortly.

Aim for the stars with the Star Wars keel kite. Get this high flyer in March when the winds really begin to blow.



Make your own posters with the Star Wars Poster Art Set. Just colour in the big Star Wars scenes with the felt pens provided, and Hey Presto! Two posters for your wall. In toy shops now.



From March you can really become a star with your own Star Wars mask of Darth Vader, See Threepio,™ Chewbacca,™ Stormtrooper™ and the Tuscan Raider. But be careful whom you scare, you never know what might happen!

Create your own adventures with the Star Wars Play-Doh modelling set. Available after Easter.

And there'll be lots of different Star Wars pictures to make with Dip Dots and Playnts painting sets. See how many different pictures you can make. Available after Easter.

Palitoy

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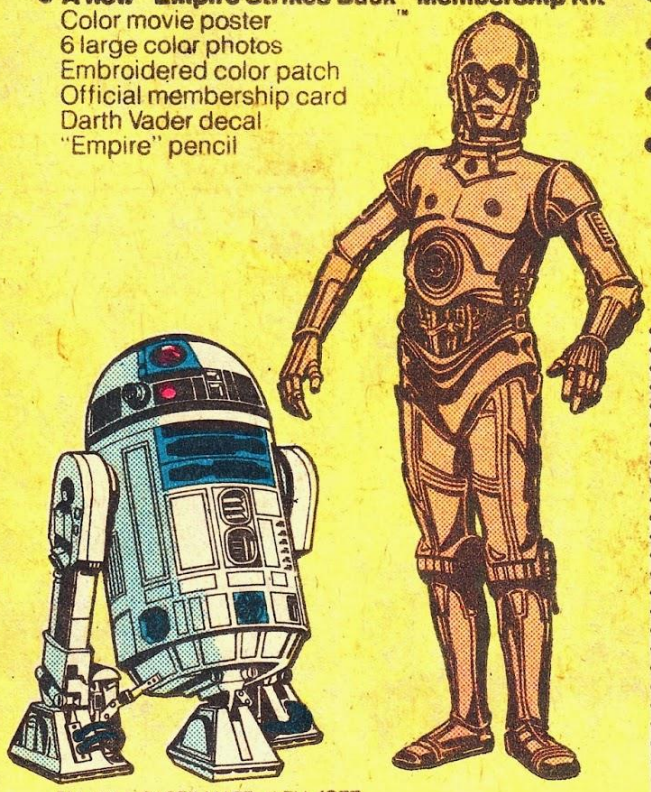

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SATISFACTION GUARANTEED

Here's to looking forward for many more years of Star Wars.

Roll on 18th December 2015

THE FORCE IS STRONG WITH THESE ONES,

George Lucas and Lucas films for creating such a wonderful Universe for us to dream in.
Disney, for hopefully not suing us for using images of the fantastic films and games ☺
We acknowledge they own all intellectual property of their films, games and box art.

Atari Age – As used some of the VCS box art from their site.
Moby Games – Their in-depth gaming database was invaluable to me.
RetroMash – For letting me use his retro Argos catalogues.
Retro Gamer - For their fantastic retro articles and interviews that was a huge help in researching this book.
IGN.com – For being one of the few gaming sites still around that retains all of their reviews to still be fully readable.
Madsdk and **Paul Davies** for taking the time to extensively proof read the book and sort my terrible English ☺.

The Greatest Sci-Fi Films of All Time bookazine by SciFi-Now
Johns arcade Reviews and Tech https://www.youtube.com/watch?v=aIFO2ec8VUg
http://screencrush.com/star-wars-sequel-that-never-happened/
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Greets go out to:

Andy Godoy and the RGDS podcast team.
Paul Monaghan and Phil Hockaday and the Maximum Powerup podcast.
Alex Mort and the Retro Game Squad podcast.

And to the many other Podcast out there, where you time and effort helps make the Retro Gaming community the best place to be and is greatly appreciated..

And mostly to you. Everyone on Twitter, Retro Asylum Forums and Facebook, who take the time and effort to be active members of the retro community and take the time to respond, thank and constructively critique our podcast. Doing these podcasts are incredibly time consuming, but we do it all to help make the retro gaming community the best place to be. But without you taking the time to respond, we would have lost heart in this endeavour a long time ago. So thankyou again, and May the Force be with you.

THANKS FOR READING

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Also any feedback is more than welcome and please leave us an iTunes review if you haven't already, as it really helps us to spread the word about Retro Asylum.

We hope to see you on the forums, please come and say hi and join us in making the retro community a vibrant and fun place to be.

MAY THE FORCE BE WITH YOU

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